

# the otherpress

The Douglas College Newspaper Since 1976

Volume 44 November 7, 2017 Issue 10

VENUE?

→ DSU?

→ HERITAGE GRILL

→ THE RIO?

~~Vine~~

Platform

Instagram

Blog

Youtube

GENRE

- comedy
- documentary
- history
- romance
- action

CONTENT  
DREAM BOARD

traditional?  
—OR—  
interactive?

How To  
\$ get \$  
PAID

KickStarter

Patreon

Pay Pal

Tip Jar ☹



- etsy?
- craft fair?
- pinterest?
- buy + sell?

AUDIENCE

- Millennials
- Cat Owners
- Anxious

Content  
Creating  
A-TEAM

- Chandler
- Lauren
- Mercedes
- Kwiigay
- Elizabeth



GAMING

- Twitch?
- YouTube?
- Steam?

Podcast  
Ideas

How to babysit  
your neighbours  
goldfish

Best chicken tenders  
in Vancouver

DOGS





## Creating content

There's something pretty cool about how I can just sit here, jamming my fingers into this electronic board, and somehow you're sitting there completely understanding what I'm saying.

Don't worry, this isn't another long-winded spiel about how absolutely rad writing is, but it may come dangerously close.

Bear with me, as always.

Our feature this week is all about content creation, which, by its sheer name, acts a large umbrella term. Honestly, content could be anything: Shows, plays, TV shows, YouTube videos, even Lettitors in which Editor-in-Chiefs name a bunch of content types in a half-assed ploy to somehow make word count on production night.

All of those wonderful things.

It's a great idea, on the surface. Make

things that make people happy. Make things that give people something to be entertained by. Or, on the flip side: Create something that educates. And for a long time, the people who did that were the people who did that, it was all the content that there was, and that was that.

Flash forward maybe 30 years to present day, and it has become all messed up.

You don't need a publisher to write a novel and send it out into the void anymore, hell, you don't even need a fancy pea coat and pipe to be a writer these days. All you need are two thumbs, a working smartphone (do we even call them smartphones anymore? Can we consider iPhones as just "phones" and leave it at that, already?), and, at most, 140-characters of something to qualify in the ranks of "content creators."

Video creation, while a little trickier, has exploded with would-be YouTube stars, SnapChat story-tellers, and Instagram celebrities.

So the question then becomes: If everyone is making some form of content, how do we know what is any good?

Well, obviously you just go ahead and pick up the newest issue of Douglas College's the Other Press, flip on over to the first page, and, realizing that there aren't any gifs and only one picture (!), go back to scrolling on your phone to find something much more entertaining there.

I mean, I hope not, but that choice is entirely up to you.

I create content for a living (and no, not solely at the Other Press, I have a nine to five elsewhere when I'm not leading this band of merry writers) and

the competition is fierce; even for a well-known and far-reaching publication.

Between the websites, blogs, tweets, and made-of-actual-paper newspapers, there's more words than ever to grab those valuable eyeballs.

Here at the OP, we're just one voice among the rest—and a relatively quiet one that that—but all there really is left to do amid all this chaos is just keep on speaking.

And, as always, we appreciate you lending the ear.

Cheers,

Chandler Walter

## the otherpress

Rm 1020 – 700 Royal Ave.  
Douglas College  
New Westminster, BC V3L 5B2  
☎ 604.525.3542

🏠 theotherpress.ca  
✉ editor@theotherpress.ca  
📺 /theotherpress  
f/DouglasOtherPress



**Chandler Walter**  
*Editor-in-Chief*  
✉ editor@theotherpress.ca



**Jake Wray**  
*News Editor*  
✉ news@theotherpress.ca



**Davie Wong**  
*Sports Editor*  
✉ sports@theotherpress.ca



**Jessica Berget**  
*Opinions Editor*  
✉ opinions@theotherpress.ca



**Mercedes Deutscher**  
*Social Media Coordinator*  
✉ multimedia@theotherpress.ca



**Rebecca Peterson**  
*Assistant Editor*  
✉ assistant@theotherpress.ca



**Caroline Ho**  
*Arts Editor*  
✉ arts@theotherpress.ca



**Brittney MacDonald**  
*Life & Style Editor*  
✉ lifeandstyle@theotherpress.ca



**Klara Woldenga**  
*Humour Editor*  
✉ humour@theotherpress.ca



**Kwiigay iiwans**  
*Layout Manager*  
✉ layout@theotherpress.ca

**Angela Ho**  
*Business Manager*

**Jacey Gibb**  
*Distribution Manager*

**Lauren Kelly**  
*Graphics Manager*

**Elizabeth Jacob**  
*Production Assistant*

**Cara Seccafien**  
*Illustrator*

**Colten Kamlade**  
*Staff Reporter*

**Greg Waldock, Jillian McMullen, and Katie Czenczek**  
*Staff Writers*

**Analyn Cuarto**  
*Staff Photographer*

**Jerrison Oracion**  
*Senior Columnist*

**Duncan Fingarson, Mike LeMike, Cazzy Lewchuk**  
*Columnists*

**Veronnica MacKillop**  
*Contributor*

- ✓ The Other Press has been Douglas College's student newspaper since 1976. Since 1978 we have been an autonomous publication, independent of the student union. We are a registered society under the Society Act of British Columbia, governed by an eight-person board of directors appointed by our staff. Our head office is located in the New Westminster campus.
- ✓ The Other Press is published weekly during the fall and winter semesters, and monthly during the summer. We receive our funding from a student levy collected through tuition fees every semester at registration, and from local and national advertising revenue. The Other Press is a member of the Canadian University Press (CUP), a syndicate of student newspapers that includes papers from all across Canada.
- ✓ The Other Press reserves the right to choose what we will publish, and we will not publish material that is hateful, obscene, or condones or promotes illegal activities. Submissions may be edited for clarity and brevity if necessary. All images used are copyright to their respective owners.



- ✓ Queensborough Bridge shut down due to fire
  - ✓ Site C Dam report released
  - ✓ Douglas College holds first ever Global Engagement event
- And more!*



## ROYAL CITY WRESTLING

The Royal City Rumble was held in the Royal City Centre Mall's food court on Saturday, November 4. Our photographer, Analyn Cuarto, was on the scene.





# Queensborough Bridge shut down due to fire

> Closure causes major delays during daily commute

Jillian McMullen  
Staff Writer

The Queensborough Bridge was forced to close October 25 following an overnight fire under the bridge, causing major traffic delays and power outages, along with forcing schools and businesses in the area to close.

The fire damaged a high voltage transmission line, causing power outages for approximately 8,000 people living and working in Queensborough Landing. The City of New Westminster was forced to close the Queensborough Bridge in both directions before

the morning commute to assess the damage caused by the fire.

Sgt. Mike Garbutt of New Westminster Police, as reported by CBC, said officers were alerted to the issue patrolling the area around 2 a.m. Wednesday morning when they noticed smoke coming from underneath the bridge.

The bridge is a major connection during rush hour, so officials urged commuters to plan alternate routes to Queensborough Landing through Richmond or Delta. After finding no damage was caused to the bridge, northbound traffic across the bridge was opened around 1:40 p.m. with

one southbound lane being reopened about an hour after that. Crews did not leave until they had fully reopened the second southbound lane at about 6:30 a.m. Thursday morning.

The City of New Westminster provided regular updates to residents through various social media platforms. They initially announced power would be restored to the area around 12 a.m. Thursday via Twitter. However, the city did not confirm resident's power was back on until 5:20 a.m., meaning the area had been without power for about 27 hours.

During the extended period, the City also announced local businesses

were offering free food to residents affected by the power outage. Starlight Casino, whose power was not affected, opened their buffet for three hours.

Tanya Gabara, of Gateway Casinos, spoke with CBC News to confirm how important it was to the business to help the community in whatever way they could.

"They are our neighbours. They're the people that we talk to everyday," she told CBC News.

Workers from the Salvation Army also set up a barbeque at the area's local fire hall. The local Sikh outreach society, Sukh Sagar Sikh Gurdwara, provided free vegetarian food.

## Site C Dam report released

> Report shows environmental, budget concerns

Colten Kamlade  
Staff Reporter

The BC Utilities Commission released a report November 1 on the viability of the Site C Dam. The report communicated some of the concerns of First Nations groups in the vicinity of Site C. The West Moberly and Prophet River First Nations oppose the completion of the dam.

"The existing human footprint in northeastern BC is already large due to the existing hydroelectric infrastructure, reservoirs, oil and gas industry, forestry and mining," the report said. "As these industries continue to grow there are fewer lands available for Treaty 8 First Nations to exercise their treaty rights to hunt, trap and fish. Site C will significantly add to this footprint." There are, however, First Nations groups that are in favour of the dam.

"McLeod Lake Indian Band

supports the completion of Site C for two reasons," the report said. "Site C provided a watershed moment in the relations between McLeod Lake Indian Band and the Crown. It reset the relationships between McLeod Lake Indian Band and the Crown acknowledging and accommodating past impacts and establishing a new working relationship by entering into numerous agreements amongst the parties."

According to the report, Yvonne Tupper, a member of the Saulteau First Nation, believes that "the current construction of the Site C dam is already having a significant impact on the wildlife within the Treaty 8 territory due to the clearing of the river banks and islands to be flooded by Site C. Ms. Tupper raised serious concerns regarding negative social and environmental impacts that Site C may have due to the construction, flooding and operation of the dam." The report also covers the economic details of the project. The BC

Utilities Commission found that the dam would exceed the \$8.3 billion budget.

"Currently, completion costs may be in excess of \$10 billion," the report said. David Waddington, department chair of earth and environmental Science at Douglas College, wrote in an e-mail interview with the Other Press that there are a number of positive aspects to the Site C project.

"No construction project (even a house) can be built without some environmental damage," he wrote. "If we are moving away from fossil fuels, we need lots more electricity, and hydroelectric power is renewable and green. BC Hydro projected electricity needs for the future in a 2013 report, and Site C is part of the plan to supply that power. Even if you add lots of wind turbines and other 'green' options, we will still need big power plants to supply base load power (continuous power needs)." Waddington said the environment near the Site C project has

already been compromised. "There are two other dams upstream from Site C, so any long-term damage to the Peace River has been done already. The Peace River produces power at WAC Bennett dam, flows down to produce more power at the Peace Canyon Dam. Site C will use the same water a third time to produce more power. Makes more sense than developing power in a more sensitive area. Wind turbines and run-of-river power plants are expensive to operate, and are often located in environmentally-sensitive areas: Remote river valleys and alpine ridge crests," he wrote.

Halting the project now would be an expensive mistake, according to Waddington.

"Something like \$2 billion is already spent, and at least a billion would be required to shut down and remediate the site. Crazy idea to stop this with a \$3 billion cost and nothing at the end," he wrote.

## Hutchison wins education council byelection

> Byelection saw three students from New Westminster campus vying for council seat

Jake Wray  
News Editor

McKenzie Hutchison has been elected as a student representative on the Douglas College education council in an October byelection.

The responsibilities of the education council include defining curriculum content, setting various academic policies, and advising the Douglas College board. It is an elected body consisting of two students from the Coquitlam campus, two students from the New Westminster campus, two support staff, and ten faculty members. The October byelection saw three candidates compete for one of the New Westminster campus student representative seats.

Hutchison, 20, also serves as director at large for the DSU and is the president of the Athletes' Council club. In a phone

interview with the Other Press, she said her roles with the DSU and the Athletes' Council make her an ideal representative for students on the education council.

"I just wanted to use those platforms to actually listen to students and bring what they have to say to the education council," she said. "I was in a unique position to do that this year."

Hutchison said one of her primary goals on the education council is to increase supports for students who plan to transition from Douglas College to a university.

"For a lot of students, me in particular in the next couple years when I'm sure I'll go to university, the transition can be quite intimidating," she said. "Knowing you have people on your side at Douglas who are trying to help you make [the] transition easier and make that big step a little less scary, I think is always helpful."

Instructors offering words of support about the transition to university is especially needed, according to Hutchison.

"If faculty members at Douglas are able to reach out to students more and help them more, because I feel like right now it could be a little better," she said. "I do have friends who have gone on to university and have struggled with being worried. They were worried about moving on and taking the bigger step to university. That's huge ... just having that support at Douglas and saying like, 'You are ready and you will do well at a big university.'"

Another priority on the education council, Hutchison said, is advocating for greater adoption of open education resources—something she has also worked on with the DSU.

"To me it's also another tool to help students—to make their lives easier, and

to make it easy for them to afford going to college," she said. "The cost of living in Vancouver is ridiculous, so it would be very helpful for [students] to have those resources and to open professors' minds to the idea of open education and resources."



McKenzie Hutchison

Photo via Douglas College Royals





Photo by Analyn Cuarto

# Douglas College holds first ever Global Engagement event

> Week of activities to be held annually

Colten Kamlade  
Staff Reporter

Global Engagement Days began November 6 and runs until November 10. Each day offers a chance to participate in lectures, panel discussions, and film screenings about international issues.

Karen Ng, international mobility coordinator at Douglas College, gave insight into the purpose of the event during an e-mail interview with the Other Press.

"The purpose is to involve the entire Douglas College community to celebrate our cultural diversity," she wrote. "[It is also to] learn and have meaningful discussions about global issues, and critically engage with this topic."

Douglas College has never held the event before, but according to Ng, this is only the beginning.

"This is the first time we're holding this event, but we plan to make it an annual affair," she wrote.

Douglas College also hopes to increase the number of

students who study abroad.

"We send an average of 100 students in international programs every year," Ng wrote. "We aim to grow this number by raising student awareness of the international programs we offer."

Ng said she believes that international experiences are important. "[It is] critical ... for [students'] personal development, and academic and professional career, to have a meaningful international experience on their resume," she wrote.

Ng also shared the

highlight of her work.

"The best part of my job is hearing from students talk about their experience after they've returned," she wrote, adding that she can tell they have changed immediately. "Even before they start talking, I can see the growth in self-confidence, focus, and accomplishment in their body language and happy faces."

Ng said she is certain that the change does not stop there. "I know they continue to reap the benefits of such an experience as they continue to develop after it's over," she wrote.

# Douglas students' WW1 projects displayed in community centre

“It gives them a way to make history tangible.”  
– History Instructor Jeff Schutts

> History class researched digital archives of WW1, made commemorative artwork

Jake Wray  
News Editor

Ten art projects made by history students at Douglas College are on display at the Queensborough Community Centre.

The artwork was originally created as part of a research project in a class called War and Society.

Jeff Schutts, the instructor who teaches the class, said in a phone interview with the Other Press that his students researched Canadian soldiers and nurses who served in World War 1 using a newly-available digital archive of World War 1 service records.

"Basically [my students] access these online archives of all these different service people, they pick one they want to personally commemorate, and then in my project they have to do the primary-source research looking into that particular person and they can find out from those digitized records when and where they were wounded, the enlistment contracts, if they were punished or disciplinary projects, if they were killed where they're buried," he said. "They also have to watch documentary films, watch dramatic movies, plus do regular

scholarly-type background writing, and then they write, for me, a paper about how the various kinds of sources shape their understanding of the past ... They [also] have to do a personal commemoration, so something that they do that honours and pays tribute to that person's experience that they've been researching."

Schutts said students had full choice as to how they would personally commemorate the soldier or nurse they were researching.

"Lots of people did posters, collages, and poems, but the museum people from New Westminster have selected a few of the more 3D projects and put 10 of them on display [at the Queensborough Community Centre,] he said. "One guy built a little boat that has the soldier's name painted on it and has a candle, and he wrote up about how this was a way to commemorate the guy who never got to come home, never got to take the boat home. Another person had an actual bullet and wrote about how that represents a life—that the bullet took this guy's life, and so the commemorative project was to note that such a small little thing could eliminate someone's entire future."

Schutts said the digital archives



Photo of Queensborough Community Centre via The City of New Westminster

provided a learning opportunity that wouldn't otherwise be available and that his students generally enjoyed the research project.

"I've seen other [instructors] do so-called creative projects, I always thought it was kind of silly, like high school-ish, to be making an art project as part of a history course. But I adapted it to my course and made it so I explicitly never grade the artistic part of it. They can do

whatever they want and I'm not going to grade it. It's for them to do as a personal act of commemoration," he said. "The students love doing it, and they enjoy doing the commemorative parts. I've done it now twice, and students were so into the project I'm going to keep on doing it, because it gives them a way to make history tangible and real in a way that doesn't usually happen in a college course."



- ✓ What to watch after binging 'Stranger Things 2'
  - ✓ 'Desert Bus:' The worst game ever made
  - ✓ A comparison of 'Hollow Knight' and 'Owlboy'
- And more!

# Reliving all the fun and awkwardness of teenage years

## > 'Concord Floral' play review

Caroline Ho  
Arts Editor

Most of us who have been through high school would likely agree that it's not all sunshine and flowers—as the Douglas Theatre Department demonstrates beautifully in the first of their fall productions.

*Concord Floral* opened on Friday, November 3, with a free preview show the night before. Written by Jordan Tannahill and directed by Kathleen Duborg, the play is at times grippingly mysterious, brutally honest, and agonizingly sympathetic.

The show is premised on a group of teenagers and a massive, decrepit, abandoned greenhouse out in the fields of Langley. The greenhouse is the perfect location for wild teenage parties, but also serves as a handy habitat for wild animals—and a chilling place to find a dead body, as the teens discover.

One of the most immediately striking things about the show is the setting of the greenhouse itself. As well as being personified and given voice, the structure is shown onstage by two huge, transparent walls, which are wheeled smoothly around the stage to also function as the walls and windows of other buildings in different scenes.

The large walls of the set are made especially effective by the show's deft lighting, at times shining on either side of or through the greenhouse glass to produce some sublimely eerie, surreal effects. However, in terms of lighting, the most intriguing scenes are the ones where the characters use their own cell phone screens and flashlight apps to provide illumination.

Cell phones and present-day modes

of communication play an integral part in the show. *Concord Floral* was first produced in 2015, and it certainly shows its modernity and the youthfulness of the characters, especially with their constant use of social media. The teens fawn over Facebook likes, strive for the right selfie angles, and browse the dark sides of Craigslist with an ease that's made all the more familiar through the show's self-aware humour.

This relatability shines through—poignantly and at times painfully—in every aspect of the play. It's an authentic high school story, and not even just for anyone who has graduated in the last decade or two: Alcohol-fuelled parties, sex, ostracization, family problems, and teenage drama abound to convey a broad spectrum of the experience of adolescence, in a way that is witty, moving, charmingly uncomfortable, and, on occasion, genuinely unsettling.

In both dialogue and monologues, the characters are delightfully frank and unfiltered, just as in any conversation between friends, complete with the perfect level of high school cattiness and all the awkwardness of teenagers discovering their own bodies. The show is full of scenes that are both empathetic and mildly mortifying for their relatability. Although the story does have plenty of twists, the most shocking thing is how easy it is to connect with the teens in their most discomfiting, boundary-pushing moments.

It's not entirely a lighthearted, flowery play, but it's a moving one, with characters and situations that truly strike a chord.

*Concord Floral* runs in the Douglas Studio Theatre until Friday, November 10. Tickets are available online at [concordfloral.bpt.me](http://concordfloral.bpt.me).

# Best movie soundtracks

## > When the visual meets the auditory

Katie Czenczek  
Staff Writer

To start off, I love music. It's not a super controversial opinion to have, but it's a bit of an obsession of mine to constantly be finding undiscovered songs, so when a film adds a soundtrack that captures the essence of the movie I just watched, I become ecstatic.

Here's a list of just a few iconic film soundtracks that do just that. It is worth noting that musicals or scores were not taken into consideration on this list.

### *Baby Driver* (2017)

The entire film's premise is about a boy who blocks out the ringing in his ears with music and happens to be a pretty amazing driver. The eclectic mix of music makes it possible for anyone to bob their heads to. Plus, it gets extra points for finding a song with the same title as the movie.

### *Forrest Gump* (1994)

The music in this film not only depicts the emotional state of the characters when the song plays over a scene, the setting and era of the movie are laid out nicely too. Jenny's

heartbreaking scene in the hotel suite, accompanied by "Free Bird" by Lynyrd Skynyrd, is particularly memorable.

### *Saturday Night Fever* (1977)

Is there a more iconic opening scene than John Travolta strutting down the streets of Brooklyn to "Stayin' Alive" by the Bee Gees? I have yet to find one.

### *Guardians of the Galaxy* (2014) and *Guardians of the Galaxy Vol. 2* (2017)

There's a reason that the sequel is called *Vol. 2*. The first film enabled all other superhero movies to follow suit and add some classic rock anthems to their soundtracks, and a ton of viewers went out and bought the *Awesome Mix Vol. 1* and *2* after watching the movies.

### *The Bodyguard* (1992)

What film soundtrack list is complete without Whitney Houston's belting out "I Will Always Love You"? Whether you love or hate the movie, the songs on the soundtrack are memorable and are still sung today.

If you ever need an update for your playlist, look up some of your favourite movies and you'll be sure to find something that sparks your interest.



Cover of 'Guardians of the Galaxy: Awesome Mix Vol. 1'



A photo of 'Concord Floral' by Analyn Cuarto



# YouTube Music Video Classics: The later Hip

> Remembering Gord Downie, part two

Jerrison Oracion  
Senior Columnist

The Tragically Hip had a lot of success in the 1990s. While the band did not have the same type of hype in the later years of their career, they still made a lot of great music and music videos. In these music videos, the band gets involved in a lot of acting. The most recent section of the band's career will not be explored in this column because it is the darkest part of their career. Here are the greatest music videos of the band's later years.

## My Music at Work (2000)

In this music video, the band plays as a band called The Filters and they all work in one of the worst places to be employed at. They are going to perform in a concert after work, and all of them get distracted by their music being played at their jobs. Gord Downie and the rest of the workers dance in the office with pizzazz. At the end of the video, he jumps into a mosh pit during the concert. This music video is kind of out of date—for example, around the time it was released, there were smoking rooms at work, which are shown in the video.

## It's A Good Life if You Don't Weaken (2002)

The band gets involved in a drama in this music video, in which they do a gig for a rich family in a mansion. When the band performs, they wear white clothes, and everyone else at the party wears black clothes. While the music video does not show the song's actual subject, the lyrics talk about Indigenous people. Also, Anna Paquin can be seen as a maid in the mansion.

## The Darkest One (2002)

This can essentially be summed up as the Tragically Hip if they guest-starred in an episode of *Trailer Park Boys*. Downie helps the boys put a motor in their car and buys buckets of chicken for all of them. After Don Cherry (playing a chicken delivery man) gives Downie the chicken and he put it in their trailer, cats go inside it and eat it. I like the line in the song when he says, "Come in, come in, come in, come in." Downie is creepy in this music video because he looks at the camera a lot. This video is set during the time when you could get chocolate cake with a KFC chicken bucket meal.

## We Are the Same (2009)

This is more of a short film than a music video, with three of the songs from the album *We Are the Same* including *The Last Recluse*, *Coffee Girl*, and *Now the Struggle Has a Name* in the background. Downie plays a father who drops off his daughter at the ferry in the Toronto Islands by bike. The short film is in three acts and it follows her working in a coffee shop in Toronto and seeing a boy in the shop. Like Downie's solo album *The Secret Path*, the video shows things that Downie is describing. There are a lot of interesting camera movements in it.

## The Lookahead (2012)

This is one of the most unusual music videos made by the Hip. A couple eats in a restaurant in Mexico and when the man says to his girlfriend that he loves her, the band comes downstairs as a mariachi band and they perform the song in front of them. As they play the song, the woman unexpectedly dances around the restaurant. "The Lookahead" has a rock and mariachi sound, and Sarah Harmer is heard in the song as backing vocals.

# 'The Diviners' searches for faith and joy in solemn times

> Depression-era play opens next week

Caroline Ho  
Arts Editor

Douglas College's next theatre production *The Diviners* is a tender tale of societal expectations and personal struggle through a time of intense economic hardship.

*The Diviners* takes place during the Great Depression, in a small Indiana town whose church burned down a decade ago. When an ex-preacher comes to town looking for work, he strikes up a close bond with Buddy, an intellectually disabled boy who is terrified of water yet has an uncanny skill for divining it. As the townsfolk discover the preacher's past, his desire for a fresh start comes into conflict with the community's wishes for religious guidance.

Despite the story's religious content, *The Diviners* isn't just about faith. The story primarily focuses on the external and internal conflicts between and within characters, some of its actors told the Other Press in an interview last week.

Everyone in the town believes in something, but while some are proponents of formal organized religion, some care more for the spiritual aspects. However, each character is driven by their own motivations and aspirations—part of the reason for the show's title, according to Nels Ellis, who plays ex-preacher C.C. Showers, since "every person in the play is looking for something."

Life during the Depression was unlike today's world in many aspects, with different language and technology, societal standards, and the daily struggles of living. Kobe Doi, who plays Ferris Layman, a hardworking mechanic and Buddy's father, said it's been a challenge getting into the mindset of the era and considering the stakes of problems such as unemployment.

"It's hard to take yourself to that place of desperation, I find, on a daily basis. It can be very taxing if you're in an eight-hour rehearsal and you're trying to be at that point the whole time," he said.

The actors have also had to work to avoid turning their characters into stereotypes. For Showers, Ellis said he's tried to portray not just your standard idea of a preacher, but a believable, rounded human being. Ellis originally prepared for the character by trying to emulate prominent evangelist Billy Graham, but he later revised Showers a lot by delving further into his motivations and backstory.

Emily Thorne plays Norma Henshaw, an older woman who is very religious and sure of herself—a character dissimilar to Thorne herself in many ways. She said she's also found it challenging to not turn Norma into a stereotypical old, devout, Southern woman, but Thorne has made her relatable by finding areas where their personalities align, such as deeply caring for their friends and communities, although they express this care differently. Thorne told the Other Press that

her favourite part of working on *The Diviners* has been developing such close relationships with her fellow cast members. However, that closeness has also come with its own difficulties,

**“I think that all the characters throughout the play find places to have a lot of joy, even though it's set in this Depression era.” – Emily Thorne, who plays Norma Henshaw**

as she's had to avoid letting her own feelings seep into her character too much. "It's been interesting trying to bring that in and not project my own feelings about my cast members onto their characters, and let my character experience their characters," said Thorne.

This projection of feeling is especially delicate for the setting of *The Diviners* and its Depression-era prejudices and behaviours, particularly when interacting with the character of Buddy (Dayna Hoffmann). Outright discrimination against people with intellectual disabilities was far more acceptable in the 1930s than today. They actors have had to delve into the reasons behind their characters' biases to make them sympathetic, even when displaying prejudices that the actors and audiences might find deplorable.

Doi said he hopes this aspect will be one of the most enlightening things about the play, and that it can cause audiences to reflect on their own feelings by presenting the characters' biases very openly.

"If you show how much you hate this person, they'd be like, 'Well, sometimes I feel like that. Why am I feeling like that?'" said Doi.

Even with all its seriousness about the time period and subject matter, though, *The Diviners* is not a dark, dreary play, but rather one that Ellis describes as "grounded in reality." It includes some more comedic scenes that involve dancing, drinking, and flirting, and it exhibits an underlying note of positivity.

"I think that all the characters throughout the play find places to have a lot of joy, even though it's set in this Depression era," said Thorne.

*The Diviners* will be showing in the Laura C. Muir Performing Arts Theatre from November 10 to 18. Tickets can be bought in advance online at [thediviners.bpt.me](http://thediviners.bpt.me).



Still from 'The Darkest Ones' music video



# What to watch after binging 'Stranger Things 2'

> You may have finished Season 2, but that doesn't mean it's over

Veronica MacKillop  
Contributor

The long-awaited second season of *Stranger Things* was released on October 28, and chances are, you've already binged the entire season and are hungry for more. Luckily, we've got you covered by finding the best ways to keep getting your *Stranger Things* fix. Avoid these videos until you have finished Season 2!

Netflix isn't usually known for releasing behind-the-scenes footage, but they gave the fans what they wanted this time with *Beyond Stranger Things*, a Netflix aftershow hosted by Jim Rash, where he interviews cast members, creators the Duffer Brothers, and executive producer/director Shawn Levy. They tell plenty of behind-the-scenes stories, as well as play bloopers and extra footage from the show. It also gives an insight into some of the special effects, and into shots before the effects are added.

*Stranger Things 2*, like the first season, is jam-packed full of '80s references. If you want to see how many you caught, watch GameSpot Universe's video, *Stranger Things 2 - Our Favorite Easter Eggs & 80s References!* The video is an episode-by-episode breakdown of almost every reference the show makes to 1980s pop culture. It's guaranteed to make you feel nostalgic, even if you weren't alive yet in the '80s.

If you have an hour to spare, check out *All Stranger Things Considered: Season 2 Breakdown WITH SPOILERS* (Nerdist News Talks Back) for a full breakdown and review of the season. When you rewatch Season 2 for the second—or third—time, try watching ColliderVideos' review of each episode to pace out your rewatch,



Image of 'Stranger Things' via nerdist.com

and to make you feel like you're discussing the show with someone, if your friends are sick of hearing all your theories.

Season 2 answered a lot of questions that we had from Season 1, but some still remain a mystery, and the nine episodes brought a whole slew of new questions. Watch Looper's video *The Biggest Unanswered Questions In Stranger Things 2* to find new things to ponder until the next season. After that video, see Flicks and the City's *Stranger Things SEASON 3 Theories, Predictions & Season 2 Questions* to see if any of your theories are similar.

We can probably all agree that the young actors make the show, and the *Stranger Things* stars are just as hilarious

and likable in their interviews. The cast is already out discussing the season. They did a 46-minute interview where they talked about topics from trick-or-treating, to on-set school, to their hopes for Season 3. Find it by searching *The cast of Stranger Things answering questions with SiriusXM's EW Radio* online. Catch the cast again on *TRL Weekdays* where they spill even more on-set secrets and answer fan questions. Both of these interviews feature Caleb McLaughlin (Lucas), Gaten Matarazzo (Dustin), Finn Wolfhard (Mike), Millie Bobby Brown (Eleven), and Sadie Sink (Max). Unfortunately, Noah Schnapp (Will) does not appear in these videos, but we can look forward to hearing the young actor's thoughts

on the season in future interviews.

Once you've watched all these videos, download *Stranger Things: The Game*. It was released for iOS and Android just before Season 2 came out. You can unlock eight characters throughout the game as you navigate Hawkins and solve puzzles.

Since it may be a while until we get the (unconfirmed) third season of *Stranger Things*, we have to do something to pass the time until our return to Hawkins, so keep an eye out for upcoming comic-con panels, cast interviews, and maybe even events in your city. Or you could just keep watching the first two seasons on repeat.

# 'Desert Bus': The worst game ever made

> Penn and Teller have a lot to answer for

Greg Waldock  
Staff Writer

This November, Victoria-based comedy troupe LoadingReadyRun will be playing one of the worst video games of all time for the sake of charity. And it's not the worst because it's poorly made or buggy, but because of its cruelty toward its players; its lack of empathy; its mindless, brutal boredom; and its total lack of reward or entertainment. This game, *Desert Bus*, is awful in a way that few games are.

It was created in 1995 as part of the minigame collection *Penn and Teller's Smoke and Mirrors*, produced by the two famous magicians, and quickly became the most notorious game out of the collection. To score a single point in *Desert Bus*, you need to drive the in-game bus from Las Vegas to Tuscon. It takes a full eight hours—in real time, on a perfectly straight and unchanging

desert road, while listing slightly to the right. If you crash into the side of the road, you lose a point and need to be towed back to Las Vegas—again, in real time. It also can't be paused or saved. The listing slightly to the right means you can't leave the game alone for eight hours without crashing; you need to be present and actively controlling it the entire time. And after all that, if you score a point by making the long journey to Tuscon, you're rewarded with... the ability to drive the same route back to Las Vegas. Such wanton malice towards its own players is rarely seen in gaming.

*Desert Bus* was made partly as a reaction to anti-gaming sentiment that was popular in the media during the '90s and early 2000s. Penn and Teller, world-famous magicians and television hosts, sought to prove that a totally inoffensive game is both possible and incredibly boring. The idea of the game, and the rest of the minigames in the collection, was to trick people into playing it and not tell



Still from 'Desert Bus' via polygon.com

them how long it takes to score a point.

*Desert Bus* remains a thing of gaming legend. Due to being released on the Sega CD, it's difficult to play today in its original state as most decades-old consoles don't work with modern televisions. Emulators exist, but purists will always insist that

the true suffering delivered by the game can only be experienced in its natural state: On an old TV, with a controller on the verge of breaking down completely, and no idea that you're about to face eight hours of mind-numbing boredom.



# The owl and the knight

## > A comparison of 'Hollow Knight' and 'Owlboy'

Duncan Fingarson  
Columnist

*Hollow Knight* and *Owlboy* are not new games, strictly speaking. *Owlboy* came out on PC back in 2016, and *Hollow Knight*'s initial release was in February this year. That said, *Hollow Knight* has received a recent content update, and *Owlboy* has been confirmed to be coming out on consoles—including the Switch—early next year. Keeping these updates in mind, now seems like the perfect time to talk about some of the strengths and weaknesses of both games.

On the surface, the two games are fairly similar. Both are 2D side scrollers, with elements of exploration and continuous upgrades to unlock and collect, much like the old *Metroid* and *Castlevania* games. Both have a story to tell, a world to explore, and a mess of secrets to track down. Dig a little deeper, though, and it becomes clear that the games have set about their task in very different ways.

Though both games are side scrollers, the art direction is very different. *Owlboy* opted for incredibly detailed pixel art, with vibrant colours and some very nice backgrounds. It's a bright, colourful game, with a soundtrack to match. *Hollow Knight* utilises smoother, more vector-style graphics. The colour palette is universally cool, consisting predominantly of blues and greens,

with a little orange for contrast. The soundtrack is designed to fit this, with lots of lingering notes and soft strings.

The stories of the two are both melancholy ones, dealing with loss and trauma. *Owlboy* appears to be a much happier tale, initially; the adventure of two friends up against an invasion of sky pirates. The group grows into a small band of unlikely heroes, but the game takes a turn for the tragic in the second act. Things are told predominantly through cutscenes and a couple of optional exposition dumps. It's not necessarily a new story, borrowing heavily from series like *Zelda* and *Final Fantasy*, but it's executed well enough and the characters are fun and memorable, Alphonse in particular.

*Hollow Knight*, on the other hand, tells its story almost without relaying it. The player controls a lone hero, wandering through the ruins of a lost civilization. Oh, and everyone is an insect. The basic plot threads are easy enough to follow, but there's a lot of deeper insight to be gained by fully exploring the world and interacting with all of the wandering NPCs. The world is massive and very open compared to *Owlboy*'s more linear path. If you want to see everything, expect it to take many, many hours.

Then there's the gameplay. *Owlboy* is a platformer where the protagonist can fly, and unfortunately the main way of presenting platform challenge seems to be putting in areas where you're not



Cover of 'Owl Boy'

allowed to fly. The combat is a pretty simple affair, mostly point and shoot with a couple of unique twists. *Hollow Knight* has a much more robust system, based on hack and slash melee combat with a couple of ranged spells thrown in. There's also an elegant charm system allowing for a ton of customisation options.

Both games, of course, have their flaws. *Owlboy*'s difficulty tends to spike all over the place, and on particularly busy screens it can be hard to tell what's going on. The hit stun feels a little bit too long, and the controls a little too



Cover of 'Hollow Knight'

floaty and imprecise. *Hollow Knight* can be very punishing: It sometimes feels like the checkpoints are just a little too far from the boss that's just killed you—for the fifth time.

The final verdict: It's worth mentioning that, if price point is a consideration, *Hollow Knight* comes in at \$17 base price, much less than *Owlboy*'s \$28. Both of the games are solid, both are fun, and both have their highs and lows. However, whereas *Owlboy* is merely good, *Hollow Knight* is the clear winner and could be called a masterpiece of the genre.

# The Mario sequel 21 years in the making

## > 'Super Mario Odyssey' video game review

Mike LeMieux  
Columnist

★★★★★

It's been 21 years since the release of 1996's *Super Mario 64*. In the time since then, developer Nintendo has released what I would consider two (and a half) spiritual sequels.

2002's *Super Mario Sunshine* was the first, which tried to expand on the *Mario 64* formula by amping up the story. It... didn't go so well. Reception at the time was mixed, and *Sunshine*'s legacy hasn't fared well. *Super Mario Galaxy* and its direct sequel came out in 2007 and 2010 respectively. While being better received critically, the *Galaxy* games eschewed *Mario 64*'s open area exploration for level based "runs." Nintendo never truly followed up on what made *Super Mario 64* easily one of the best games of all time. As much as I hate to end an opening paragraph with a cliché like "... until now," that's exactly what I'm going to do.

*Super Mario Odyssey*, which was released late last month for the Nintendo Switch, is the follow-up to *Super Mario 64* that I personally have been waiting over two decades for. Mario finally returns to the open environment collect-a-thon genre. In *Odyssey*, you'll find many extremely varied and dense environments to explore and do Mario

things in. I can't stress how dense these levels are; there's always something to do or find or experience. Whether it's a large boss fight, jumping rope, keeping a lonely businessman company, or flattening yourself into two dimensions and running along the wall, there is something to reward the player in every single nook and cranny. Where *Super Mario 64* topped out at 150 Stars to obtain, *Odyssey*'s collectable Moons number near four digits, which is quite a lot.

Much like the book *Odyssey* shares its name with, the story opens in medias res, with Mario already mid-battle with Bowser, who is in the process of (again) kidnapping Princess Peach and a mysterious sentient tiara, named Tiara. After announcing his plans to finally wed the princess, Bowser uncharacteristically gets the upper hand and soundly defeats Mario, destroying his iconic hat in the process. Broken, defeated, and—worst of all—hatless, Mario finds an ally in Tiara's brother Cappy, a magic talking hat-ghost thing that can allow Mario to forcibly possess any living (or non-living) creature that isn't currently already wearing a hat. Sure, okay. Together the pair set off on a globe-spanning adventure to stop Bowser's matrimonial machinations.

Mario plays great in *Odyssey*. The controls are tight, responsive, and can sometimes feel like an extension of yourself. With the maneuverability options at your disposal in *Odyssey*



In-game photo by Mike LeMieux

you can pull off some pretty cool stuff. Unfortunately, there are some motion controls that you can't disable that are less than great, but are mostly ignorable. The possession mechanic is really what *Mario Odyssey* hangs its hat on. Much of what you'll be doing in the game is looking for the right enemy or ally to assume control of to accomplish whatever task you've set for yourself. Most of the 52 possess-able characters and objects play completely different from Mario and introduce new mechanics and options for getting around the world.

*Super Mario Odyssey* is just a joy, top to bottom. From its optimistic bright worlds to its witty writing to its excellent

jazz-pop soundtrack, you will likely just be sitting there with a big goofy smile on your face while playing. *Odyssey*'s "just one more" style of collection gameplay is also the perfect fit for the Switch. Seemingly borrowing at least some design philosophy from this year's *Legend of Zelda: Breath of the Wild*, you are never more than a minute or two away from something new and cool to do. Perfect for the bus or train.

The last thing I'd like to mention about *Super Mario Odyssey* is that he goes to the city from the original Donkey Kong and it's called New Donk City. That's all, I just thought it was important that you, the reader, know that.



- ☑ Royals WSOC have a tough fight to a medal
  - ☑ Royals MSOC pushing to medal
- And more!

## Playing the full 10

› Royals MVB go the distance with Camosun Chargers

Davie Wong  
Sports Editor

The Douglas Royals and Camosun Chargers have had a rivalry as long as I can remember, so around three years. Although both sides look completely different to what they were three years ago, the animosity of the match has been passed down to a new generation of players. This year was no different than the previous years.

The Chargers had the home court advantage and started strongly. The Royals kept up with the Chargers but couldn't best them in the first set, and dropped the first set 25-20. The second set was a shocker as the Chargers blitzed the Royals for a 25-15 set win. Down 2-0, the Royals needed a huge win to get themselves back into the game.

In a teeter-totter of a set, the Royals found a way to survive with a 25-23 set win. The set came down to the wire, but the Royals held out. With momentum on their side, the Royals crushed the fourth set 25-19 to tie the game up and force a fifth set.

The fifth set came down right down to it with no definitive winner. However, the last kill went over to the Royals, and so did the game, as they took the fifth set with a massive 16-14 win. Greg Moore was a key player for the Royals, going 13 for 17 on the kill line. He had 16 total points on

the night. Jerry Yan also had a big night, grabbing 12 kills and 13 total points.

Game two of the series brought another huge match. Like the first game, the Chargers got off to a rocket of a start. A 25-17 win put the Royals down early. But the Royals would fight back in the second. A 25-20 set win was just what the Royals needed to get back into the game. With both teams on highs, the third set saw sparks fly. The two teams rallied back and forth before the Chargers found the set ending point, claiming the set 25-23.

The fourth set was one that the Royals needed to win. It was a close one but the Royals didn't disappoint. A huge 25-22 set in the Royals' favor pushed them to a fifth set. But this time around, the Chargers were the better team in the fifth. The Royals dropped the fifth set 15-11, and the game 3-2.

Despite the loss, several Royals had themselves massive games. Reid Marriot had 22 kills out of 50 attempts, 14 digs, and a massive 24 total points. Jerry Yan had another big game with 12 kills and 15 total points. Captain Jared Collin was fantastic, racking up 48 assists, three kills, one ace, and one block for huge game.

The split result puts the Royals at 4-4 after four weeks. That's good enough for third in the PACWEST, which ties them with the VIU Mariners. They face off against the fifth place UFV Cascades next week, which is sure to be an exciting match between two developing teams.



Photo via Douglas College Student Services Flickr

## The weird and wild game of tetherball

› Remember playing this?

Jillian McMullen  
Staff Writer

I have two younger brothers, both in elementary school. Speaking to them about their school days is always an interesting conversation because, although we are close enough in age that I remember having some of the same experiences, we are far enough apart that those experiences are determined by very different factors. I remember the period before my family got our first computer; on the other hand, my little brother has an iPad and Instagram (I'd be totally horrified if his meme game weren't so on point).

One thing that hasn't changed, however, are the games played at recess—dodgeball, tag and Red Rover remain the most popular. However, during one of these after school conversations, my brothers reminded me of a game I probably haven't thought about since I was their age: Tetherball.

I don't blame you if you may need to jog your memory; especially if, like me, it has been a few years. Tetherball is a game that is almost exclusively seen at playgrounds. Two players stand opposite in a circular "court," probably

around four meters in diameter, with a metal pole between them onto which they hook what looks almost identical to a volleyball, except it is attached to a tether. Players serve the ball in opposite directions, attempting to fully wrap the ball around the pole until the ball "stops," thus winning the match.

After doing some research into the game, I found the game was not always played this way. It was first played with a tennis-sized ball tethered to the pole and racquets when it was first invented in England during the late 19th century. It was advertised as a superior form of tennis because players didn't experience the frustration of chasing the ball down the court. It was also supposed to be superior because it required less space than its sporty predecessor.

I loved this game as a kid. I had a particular advantage growing up because I was taller than most of my classmates. I remember that awesome feeling of returning someone's serve and just watching the ball swing round and round the pole, clacking as it fully completed its rotation. And, although I don't see myself playing it anytime soon, I'm glad it's something I can use to connect with my brothers.



Photo via Wikimedia



# What are sports?

› Because I have no clue

Katie Czenczek  
Staff Writer

What makes a something a sport? I stumbled across this question when trying to stay upright on the treadmill at the gym. I forgot my earphones and was forced to watch the silent gym TVs. I needed some form of entertainment to be able to handle the boredom that is running in place for 30 minutes. But honestly, I only made it to 15 before packing it in.

The gym TV in front of treadmill number six had the 2017 World Darts Championships where dudes in polo shirts played a classic bar game for hundreds of thousands of Euros on the table. I needed to know if these middle-aged men with beer bellies wanted to be known as athletes. Back in the '80s, competitive dart throwers were allowed to binge drink and smoke on live TV while throwing for the grand prize, which I think is a talent all in itself.

This championship was playing on TSN Sports, which, if the name didn't give it away, is a sports channel for all of your competitive needs. It led me to this question, which I still am unsure of what the answer is: Is competitive dart-throwing a sport?

If so, then what exactly is the criteria that legitimizes something as a sport? I say legitimize because it appears to me that many quasi-sports want to have the comfortable label of being called a sport. The label of something being a "sport" somehow allows for it to be internationally recognized, so I get why people competing in throwing darts, equestrian, and even golf, all may argue

that they play sports. I believe that there is an activity hierarchy when it comes to sports. Undebatable sports such as soccer, hockey, or basketball are held up more so as definitely sports compared those that are on the borderline of being a sport and an activity because of the culture surrounding sports. But to me, they're all just different forms of games.

According to a quick Google search, a sport is defined as "an activity involving physical exertion and skill in which an individual or team competes against another or others for entertainment."

Now, depending on if you believe that all four aspects of that definition are required for something to be called a sport, that might make it easy to cross off a bunch of semi-sports just because they don't fulfill the entire criteria. Things like throwing darts, golf, and equestrian may all be thrown off the sport list just because they aren't the most physically exhausting activities. However, I think that these should be included at sports, because of the skill it requires to become good at these things.

If three out of the four aspects are fulfilled of the Google search definition, then it should be called a sport. So what if competitive Overwatch tournaments lack physical exertion? They still require a lot of fine-tuned motor skills, people competing on teams against one another, and many would argue the tournaments themselves are pretty entertaining.

Bottom line is, just let activities be. If people want them to be called a sport, let them. I really doubt that it will impair other sports if things like equestrian, golf, throwing darts, and Overwatch tournaments are put under the umbrella term of "sport."



## Brushing aside the Chargers

› Royals WVB continue their winning ways

Davie Wong  
Sports Editor

Week four of PACWEST soccer action saw the Douglas College Royals on the road taking on the Camosun Chargers. The Chargers have had an unimpressive opening to this season. A 0-6 start had the Royals as strong favourites heading into the series.

The Royals got off to a good start, setting the pace and tone of the match with a big 25-22 first set win. Their momentum pushed them to a second set win, 25-19. Back against the wall, the Chargers managed to stave off the sweep, defeating the Royals 25-21 in the third set to force a fourth. However, the Royals were the better team on the night. A 25-20 fourth set win secured the Royals sixth win on the season.

Caet McCorkell had another massive game for the Royals. She had 15 kills and an insane 43 attempts en-route to a 17 point night. Vicki Schley had the second highest points on her team with 10 kills and one ace for a total of 11 points. Jane Kepler had another impressive outing for the Royals with 26 assists.

Game two was an example of the Royals' depth as well as their dominance.

The team took a three-set sweep over the Chargers, downing them in 25-19, 25-21, and 25-21 sets consecutively. Some familiar names were on the score sheet as Caet McCorkell and Vicki Schley had a fantastic game. Vania Oliveira also had a

“Some familiar names were on the score sheet as Caet McCorkell and Vicki Schley had a fantastic game.”

big game for the Royals, racking up eight kills and 10 total points. Overall, the entirety of the Royals had a great second game against the Chargers.

Their 2-0 week puts the Royals at the top of the league with a record of 7-1. Next week, they face off against the UVF Cascades who sit third in the league at 5-1. It's bound to be an exciting matchup for both sides as the Royals take on some class opposition.



Photo via Douglas College Student Services Flickr



# So you want to be a content creator?

## Advice for creators from creators

By Mercedes Deutscher

Have you ever had a great idea, but didn't know how to put it out there? Maybe it's a unique podcast that you believe can stand out against the rest. Maybe you have a fun hobby that you want to show off on YouTube. Maybe you know a lot about your favourite Netflix show, and would like to put together a trivia night at your favourite bar. Whatever it is that you are passionate about, you want to share it. The challenge is often not knowing where to start. You might feel intimidated that you are entering an oversaturated market, or that your idea is too niche, or that you'll just make a fool out of yourself. The internet is so big that you don't know where to start, or you're unsure how to start up your idea in the local market. The Other Press spoke with two local content creators, Jesse Inocalla and Megan Milton, who told their stories of content creation: How they got started, and how they keep going.

### What content do you create?

#### What local shows are you involved in/produce?

**Jesse Inocalla (JI):** I produce a lot of different things. Primarily I'm producing Content Warning: Erotic Fanfiction Deathmatch, but I also produce events for alt-media venues like The Walkoff, The Criticals Comedy, and some various burlesque/variety events.

**Megan Milton (MM):** I produce live comedy shows. I'm fairly new at it but I have quite a few reoccurring shows. I produce The Old Crow Comedy Sho. in New West at Old Crow Coffee, Tales From Public Transit which I did with Way Off Broadway Wednesdays at The Heritage Grill, [and] I'm co-producing Dead Talks and Comedians in Cosplay Doing Comedy.

#### When did you start producing content?

**JJ:** I've been producing content for over ten years, though I've been producing professionally for the past four or five years.

**MM:** I started about six months ago, but I ended up being good at it and then I just sort of went crazy and now I have a hand in four shows.

#### What is your biggest inspiration?

**JJ:** My biggest inspiration, really, is that I want to make cool shows that I enjoy. I tried producing content for non-me audiences before and it really didn't sit well with me, so now everything I do is kind of aimed towards making cool neat content that I find funny or entertaining. I've taken a lot of inspiration from the LA alternative comedy scene as well, and the experimental and fearless nature of a lot of the UCB and Nerdmelt shows.

**MM:** Oh God, inspirations? Uh, well sometimes I have dumb ideas and then I make them into shows. Tales From Public Transit was inspired by the unpredictable nature of public transit. Old Crow Comedy Sho. was inspired by the Open Mic they have. It's the most inclusive, "inclusive" space I've ever been to. There's a bit of



everything from a bit of everyone. I try to book my show like that, a little bit weird and a little bit of every type of stand-up comedy.

**What is the most rewarding things about being a content creator?  
What is the most challenging?  
What are your inspirations?**

**JJ:** Honestly, the most rewarding thing for me, because I act as a host as well, is seeing an audience really enjoy the show I'm producing. I do this to make people happy, so that is the best reward. As for challenges, the biggest challenge I find, especially in Vancouver, is pulling that same audience out of their homes. We're a kind of insular city that doesn't much venture out of its comfort zones, I find, and it can be a bit of an uphill battle to get the crowds to sit down and watch a show.

**MM:** I love the feeling of putting every ounce of my effort into something and then just letting it be what it's going to be. It takes a lot of time and effort. The most challenging thing for me has been learning to say no to people. That's just me, I'm a people pleaser but with comedy I have to say no to comics who are not good enough to be on the show or aren't a good fit. Having really high standards is challenging. I've had issues with not being able to book my friends or run as diverse of a show as I'd like.

**How do you engage people in the community and get people coming out to your shows or viewing your content?**

**JJ:** The best approach I've had for engagement has been completely hands-on. I'll guest at shows like Comedians in Cosplay Doing Comedy or join in on a debate at Westcoast Geeks Vs. Nerds and really get to know people. Since

the nature of my main show right now is a very collaborative experience, I can reach out to those communities and have prominent members of their teams come out and do stuff for my show, and I'll do stuff in return. It's part of fostering a more collaborative local community of artists and creators who can keep each other held to a high standard while promoting like-content without feeling like we're competing with each other all the time.

**MM:** In comedy, we call street marketing "barking" I bark for Old Crow constantly. I go to nearly every New West event and make direct eye contact with people and ask them to come. I am pretty good at convincing strangers to show up and I have some repeat audience members who I've met doing that stuff. I just recently worked with one of them on another show and that was a really cool thing to happen.

**What suggestions would you have for people looking to create content?**

**JJ:** The best suggestion I can give anyone is to do it. Put something together. Throw some concepts at the wall and see what sticks. Don't marry any of your shows. If one starts to lag or you see a concept that isn't quite working, tear it down and rebuild. The only sin is stagnancy.

**MM:** Before all of this I had a failed sketch group and I ended up doing all the work and having others take the credit, so I started doing stand-up because I didn't have to depend on anyone else. Every win and loss I had was entirely dependent on myself and what I put into it. Then I started my show and eventually I found a co-producer who worked as hard as I do. It's totally possible for most people to find someone you can work with, but until then, work for yourself.



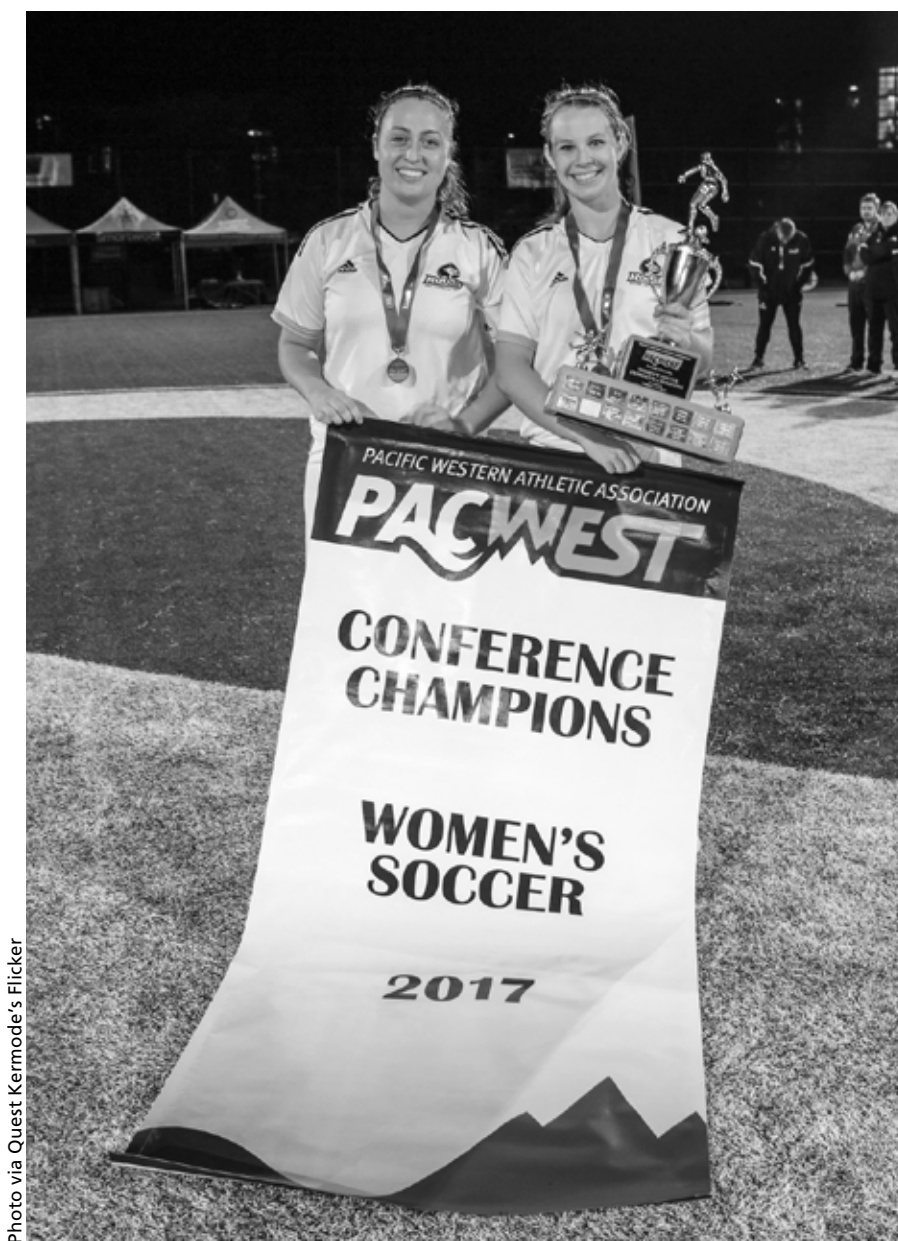


Photo via Quest Kermodé's Flickr



## WOMEN'S VOLLEYBALL

| INSTITUTION | CONF | PTS |
|-------------|------|-----|
| DOUGLAS     | 7-1  | 14  |
| VIU         | 6-0  | 12  |
| UFV         | 5-1  | 10  |
| COTR        | 3-3  | 6   |
| CAPILANO    | 3-5  | 6   |
| CBC         | 0-6  | 0   |
| CAMOSUN     | 0-6  | 0   |

## MEN'S VOLLEYBALL

| INSTITUTION | CONF | PTS |
|-------------|------|-----|
| CAPILANO    | 7-1  | 14  |
| CAMOSUN     | 5-3  | 10  |
| VIU         | 4-2  | 8   |
| DOUGLAS     | 4-4  | 8   |
| UFV         | 2-4  | 4   |
| CBC         | 1-5  | 2   |
| COTR        | 1-5  | 2   |

# The long road to gold

> Royals WSOC have a tough fight to a medal

Davie Wong  
Sports Editor

After a massive gold medal win at the PACWEST soccer championships, the Douglas College Royals women's soccer team has been prepping for the CCAA National Championships in Halifax. The practice will be needed as the Royals have one of the arguably toughest draws.

The team were drawn into group B of the competition as the second seed. The second seed is strange at first, but when you see the rest of teams in the group, it becomes clear. First seed in group B is the three time defending champions, Elans de Garneau. Second are the Royals, and third is the all too familiar NAIT Oaks. Fourth is the Dalhousie Rams, who despite only having a spot in the tournaments as hosts, are still a great team on paper.

The Royals will face off against the NAIT Oaks in the quarterfinals of the tournament. The Oaks lost twice to the Royals in the tournament last year, so the two sides are quite familiar with each other. While the Royals should win here, it'll still be a challenge. No team harder to beat than the one who already knows how you play. Should the Royals move forward, they will likely face off against Elans de Garneau. In a match worthy of a gold medal, it'll be hard to say who will win. To be frank, if you were to watch any match of the tournament, this would be the one to watch. The winner goes on to play gold against likely the Algonquin Thunder, who have what it takes to run the Group A table.

Because the tournament is double elimination, the Royals will only have one chance at gold. Should the Royals drop to Garneau, the bronze medal will still be in reach. It'll take quite a bit of work to get there, but the Royals will have what it takes. A bronze semi-finals match will see them take on Group A opponents, which will likely be the GPRC Wolves. The Wolves, who barely

“ In a match worthy of a gold medal, it'll be hard to say who will win.”

squeaked by the Oaks in the ACAC Championships, have some history with the Royals. They met in the exact same spot last year, and the Royals will probably have what it takes to push them to the sides en-route to bronze.

Ironically, the bronze medal battle will likely see the NAIT Oaks facing off against the Royals once again. The Dalhousie Rams are slight underdogs to make it the distance due to their home field advantage. No matter who the Royals will face off against, they stand a very good chance of taking home some hardware. Of course, gold would be preferred, but the real value out of this year will be the learning. The Royals host CCAA National Championships next year, where they have the opportunity to win their first National gold medal on home soil.

# Rolling along with the punches

> Royals MSOC pushing to medal

Davie Wong  
Sports Editor

Coming into the PACWEST soccer championships, I didn't think that the Douglas College Royals had what it took to make the CCAA National Championship, but they surprised everyone, upsetting the former champions and defeating the tournament hosts to earn their berth at the National Championships.

Drawn into group A of the Championships, the Royals were drawn as the third seed. The group consists of the ACAC's Keyano Huskies (first seed), the OCAA's Algonquin Thunder (second seed), the Douglas Royals, and the ACAA's Holland Hurricane (fourth seed).

The quarter finals consists of the Royals taking on the Algonquin Thunder. The Thunder knocked out the defending CCAA Champions Humber Hawks before falling to the Durham Lords in the finals. This makes the Thunder the OCAA wildcard, but it doesn't mean that they are any less dangerous. The Royals will have their work lined up for them, but they can surprise the Thunder early if they push hard enough.

Depending on the result, the Royals will likely either take on the Keyano

Huskies if they defeat the Thunder, or the Holland Hurricanes if they don't. The Hurricane may be the top dog in the ACAA, but the ACAA is not known for producing high quality teams.

If things go right for the Royals, defeating the Huskies will earn the Royals a chance at CCAA gold. If things

“ ...defeating the Huskies will earn the Royals a chance at CCAA gold.”

go poorly for the Royals, the worst that I could see happening is them being bounced in the bronze semi-finals against a Group B team. The bronze medal is a stretch for the team, but it isn't completely impossible, depending on how Group B plays out.

No matter how the men's story goes, it's been a very good year for the Royals. Having not predicted them to make Nationals, for the Royals to even be here is a highlight in itself. You can find more info at the CCAA's official website, ccaa.ca.



# LIFE & STYLE

## November rain

### › Cocktails to make November better

**Brittney MacDonald**  
Life & Style Editor

Ask anyone what their favourite month is, and I'm 99 per cent sure that no one would ever say "November." It's all the cold and depression of December, while simultaneously being experienced during the hangover of October.

Even though Halloween and Thanksgiving are over, that doesn't mean you have to stop the celebration.

After all—there's always day drinking! Here's a couple of cocktails to keep your spirits up during this chilly precursor month.

#### Diamondback

Sadly, I can't take credit for this one's snappy name. This recipe is a straight-up diamondback, which originated in Baltimore. I'm not normally a rye person—hence why the previous recipe featured cognac, instead of the Sazerac's usual rye—but there's something about the way it is used in a Diamondback that makes it very palatable. To me, this cocktail is quintessential "fall." It's classic, but spicy at the same time. It also doesn't hurt that this drink is probably the easiest on the list to make.

**Ingredients:**  
2 shots rye whiskey  
1 shot applejack  
1 shot green chartreuse  
1 cherry

Use a tumbler, and fill it with ice. Pour in all the ingredients, stir extremely well, then strain into a martini glass. Garnish with the cherry, but as you're drinking it, and the mixture of high proof alcohols begins to numb your tongue, bite into the cherry. The sweetness will re-awaken your taste buds.



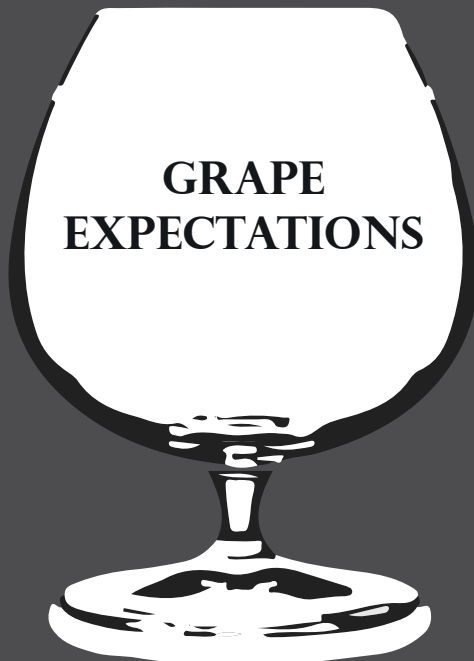
Photo by Analyn Cuarto

#### Grape Expectations

In truth, this is a classic Sazerac—and by "classic" I mean real old school. Originally a Sazerac was made with cognac instead of rye. This changed sometime in the 1800s as France was dealing with a massive pest infestation that threatened their normally lucrative wine industry. Despite the fact that French wine survived, the Sazerac was forever changed—in my opinion, for the worst. Hence this recipe!

**Ingredients:**  
1 tsp sugar  
3 dashes bitters  
1/2 tsp ice water, or a small ice cube if you'd prefer  
1 shot of cognac  
1/4 shot of absinthe  
1 strip of lime peel

In a tumbler, mix the sugar, bitters, and water (or add the ice cube). Stir this until the sugar is completely dissolved. Add the cognac, then stir again. Before pouring the cocktail into a serving glass, use the absinthe to coat the inside of your glass, then dump out the remaining absinthe. The idea is that you want the absinthe to "wash" the glass. Pour the cocktail into the glass, then twist the lime peel over the drink, before using the peel to garnish it.



#### Snuggle Buddy

I have no problem admitting I'm a fan of creamy cocktails. I love a good White Russian or Brown Cow, and if I had my way I'd start every day with a dash of Baileys in my morning cup of coffee, but that is socially unacceptable. In any case, here's a Snuggle Buddy, a cocktail of my own design, the drink I prefer to actual physical contact with other people. The Snuggle Buddy never judges, it only loves.

**Ingredients:**  
1 shot Fireball whiskey  
1 shot RumChata  
1 tsp of carob or cocoa  
1/2 tsp cream

In your serving glass, combine the carob/cocoa and the cream. Stir until it makes a paste that will sit in the bottom of your cocktail glass. Pour in the RumChata, and then the whiskey—no need to use a tumbler this time. Stir with a small spoon, adding ice cubes if you'd prefer it cold. Top with a sprinkle of nutmeg or cinnamon.





# A new tool in my arsenal of laziness

## > 'L'Oreal Paris Colorista Spray 1-Day Colour' review

Brittney MacDonald  
Life & Style Editor

I am one of those trendy weirdos that decided that dying my hair a pastel colour would be a good idea. For me, I chose a darker steel grey because it played into my childhood dream of conquering the world as a frost mage—I read a lot of C.S. Lewis as a kid. As of about two months ago, I have been rocking this polarizing hair colour, and for the most part I've been loving it. The only issue I've run into is that it's a little high maintenance. That's why *L'Oreal Paris Colorista Spray 1-Day Colour* has been a true blessing in disguise.

I dye my hair myself, which some say is a bad idea—I say it's intelligent and frugal—because going grey artificially is a bit of a process. A process that takes about three hours—so naturally, I want to do everything in my power to preserve my colour so I can wait as long as possible in between dying it.

I use purple shampoo, I wait as long as hygienically possible before washing my hair, and when I do, it's always in cold water to prevent fading. But even with all of this, I still have roots to contend with. Unfortunately, my naturally blonde hair clashes with the cool tones of my artificial colour, so I end up looking like a hot mess. This is a problem anyone with unnaturally coloured hair faces, and the introduction of the natural colour will actually change the eye's perception of the artificial one.

For me, my hair began looking more ash blonde as opposed to grey—which I didn't want.

That's when *Colorista Spray* came into my life. *Colorista* is L'Oreal's



thing that you add to the pigment so you can control how pastel your colour is—must be bought individually, and they're all about \$15 each. It's all just a huge money grab for something that doesn't even work properly.

Recently, L'Oreal introduced a temporary colour spray into the line. Originally, I was a little hesitant because of the rest of the collection, and normally stuff like this will leave your hair matted and crunchy. I decided to give it the benefit of the doubt, and try it anyway—mostly because I was desperate for something to refresh my colour between dye jobs. The colour options are pretty extensive in terms of what colours are there, but there aren't really any shade variants.

The product itself is similar to a dry shampoo, as opposed to a hairspray—so even though you're adding pigment in, it keeps the hair loose and soft. I use the silver, and it's perfect for just a light coating over my hair and near my roots to tone down the ashy look, and revert everything back to that cool grey that I want. There's a detail nozzle on the can, so if you want to put the colour in a little more concentrated, you can—be warned though, the metals are a true metal, and not glitter, so you will end up with a mirror finish if you do this with them. Afterwards, all you have to do is set them with a hairspray and you're good to go for the rest of your day. The colour will wash out in the shower, or fade out naturally.

Overall I have to say that I love this product, and would totally recommend it to all my Easter egg-headed brethren out there.

line of trendy, pastel hair dyes. In truth, I hate this line of dye, and I think it sucks. It's massively overpriced, the colours refuse to go on even and it doesn't come in a full kit. The bleach, the actual pigment, the fading shampoo (which is actually just normal shampoo, let's not kid ourselves), and the clear mixer—the

## the otherplaylist

Brittney MacDonald  
Life and Style Editor

November is the weird middle month that takes up the space between Halloween and Christmas. In the US they have Thanksgiving to look forward to, but up here in Canada we pack ours full of Pumpkin Spice Lattes and sweet tunes. Speaking of sweet tunes, our Other Press staff have a few that they just can't wait to share with you! So, without further ado...

Dreaming by Blondie (Jessica)

I Go to Extremes by Billy Joel (Ed)

The Meeting Place by The Last Shadow Puppets (Katie)

Eight Days a Week by The Beatles (Jerrison)

Frank, AB by The Rural Alberta Advantage (Chandler)

Lone Digger by Caravan Palace (Greg)

Back to Bed by Lydia (Greg)

The Names by Baio (Jacey)

The Sin and The Sentence by Trivium (Caroline)

Wait a Minute! by Willow (Kwiigay)

Do You Love Me Now? by The Breeders (Brittney)



## #DOUGLIFE

Share your photos with us on Instagram using the hashtag #DougLife, for a chance to be featured in the paper!



74 likes

\_telka\_ Hello November! Thanks for reminding me that school is about to get even harder really soon. Good thing I have caffeine on my side ☺



This week's post is by @\_telka\_



# 'Desert Bus for Hope' uses the worst game for good

“Desert Bus is a real-time eight-hour drive from Las Vegas to Tuscan on a long, unchanging desert road.”

› Long-time internet comedians prepare to host charity livestream

Greg Waldock  
Staff Writer

Victoria based comedy troupe, LoadingReadyRun, is preparing their minds and bodies to livestream the worst game of all time, starting November 17 and ending when they lose all sanity. The game in question is *Desert Bus*, Penn and Teller's 1995 masterpiece of boredom, and the group will be raising money via donations and gift auctions for Penny Arcade's Child's Play charity. This year LoadingReadyRun celebrate a full decade of their “Desert Bus for Hope,”—what they call their annual playing of this videogame monstrosity.

*Desert Bus* is a real-time eight-hour drive from Las Vegas to Tuscan on a long, unchanging desert road. The game can't be paused or saved, and the bus drifts left the entire time, meaning you can't leave it alone to score a point on its own. LoadingReadyRun, formerly known for their 11-year history of internet sketches, spends most of their year doing livestreams, making video content, and attending cons. But November is where they truly shine, at the cost of their mental health and dignity—because in November, they livestream playing *Desert Bus* nonstop until donations stop rolling



Photo of LoadingReadyRun

in. Last year, they spent well over a week putting on the live 24/7 improv show.

The tradition started in 2007, with each year being more successful than the last. The first drive ended with \$22,000 raised. Last year's 2016 run, raked in almost \$700,000. The growing

popularity of the livestream attracted the attention of celebrities over the years; Levar Burton, every Mythbuster, Notch, Penn and Teller themselves, and many others have appeared to auction off gifts or donate to the cause.

Desert Bus for Hope will be

starting at desertbus.org on November 17th, at 10AM PST. They will be accepting donations and bids on auctions held on the website throughout the week and longer. Proceeds go towards Child's Play, which supplies toys and games to children's hospitals around the world.

# The health benefits of physical contact

› Men, hug your friends

Katie Czenczek  
Staff Writer

Physical contact, at its core, is a large part of the human experience.

It turns out it's also healthy for you. Studies conducted by the Touch Research Institute at the University of Miami School of Medicine reveal that massage therapy can “facilitate weight gain in preterm infants, enhance attentiveness, alleviate depressive symptoms, reduce pain and stress hormones, and improve immune function.” Moreover, the same research institute also found that when couples hold hands, their stress levels decrease. Similar results were also found when strangers held hands; their stress levels also decreased but not to the same extent that people in intimate relationships did.

I'm not saying that people should run out and hug random strangers, or that they should even get up in their friends and loved ones' personal spaces, but I do think that platonic relationships in our society lack physical contact, especially for heterosexual men.

In Saudi Arabia and many other countries around the world, it isn't unheard of for men to hang out and hold hands while they walk around. Does anyone remember that photo of George Bush holding hands with King Abdullah of Saudi Arabia? Although hand-holding may be acceptable due to a variety of other social constructs—as many countries where men openly hold hands also happen

to be not particularly friendly towards those of the LGBTQ+ community—I think that aspect of physical contact is missing from Canadian society.

The main reason for this disconnect between men and other men has to do with the perception of masculinity.

When I speak about masculinity, I am referring to a set of traits, roles, and attributes that even to this day are still associated with men. This association with men and masculinity and women and femininity only paints half of a picture, and fails to leave out those who do not fit the binary.

Look at it this way: From an early age, boys are given toys related to fighting or aggression while girls are given toys related to nurturing or appearance. Yes, there are always outliers who do not fit the script but for the most part this is how it works. I can even see it with my niece and nephew. My niece has the stroller, baby dolls, and necklaces, while my nephew gets the excavator, toy soldiers, and superheroes. As both kids get older, girls learn to nurture while boys learn to fight.

This difference in how girls and boys are raised relates to the amount and quality of physical contact they receive from their peers and even parents. Boys are told to buck up and grow a pair while girls can show emotions and be physically comforted. This leads to a divide between boys and girls, and how they experience and express emotional turmoil.

Femininity, the domain where



Illustration by Cara Seccafien

physical affection lives, is often cut off from men because masculinity is seen as the ideal while femininity is seen as weak, in part due to that need for physical reassurance. The lack of positive physical contact men receive could help to explain how men are more likely than women to commit violent crimes, commit suicide, and tend to die at an earlier age. It should go without saying that physical contact isn't the only thing

affecting these statistics, but I think that it is important to discuss physical contact in the realm of masculinity.

At the end of the day, it all comes back to how aspects of what is considered “feminine”—nurture, emotional intelligence, relationships—are considered lesser than ideas of constructed masculinity, and this perception really helps no one.



# OPINIONS

- ✓ Rainy days are the best
- ✓ Living in a pro-war society this Remembrance Day
- ✓ War of the Words: Tipping And more!

## Don't let Kevin Spacey's coming out distract you from the real issue

Illustration by Cristina Spano via 'The New York Times'

### > Being gay does not excuse predatory behaviour

Jessica Berget  
Opinions Editor

As you may have heard, yet another Hollywood elite, Kevin Spacey, has been outed as a sexual abuser, but instead of dealing with the matter at hand, Spacey has decided to use this moment to come out as a gay man. Though this has been a subject of a conversation, it should not distract from the fact that Spacey allegedly sexually assaulted a 14-year-old boy, and potentially many more men, young and old, according to BuzzFeed News.

One account from an anonymous journalist who was interviewing Spacey at the time describes how he took him

out to a club and became increasingly sexually aggressive towards him. Things allegedly came to a head when Spacey began screaming in his face in a horror story fashion, according to BuzzFeed News. "This man [Spacey] was screaming in my face outside of the main bar area, red-faced, spit flying out of his mouth, screaming at me with fury because I didn't want to fuck him. He was actually saying that I did want to, and I was a coward. That was his tactic. It was unbelievable."

Despite this account, when the journalist told his editor about it he refused to let him report on this incident, because he did not want to out Kevin Spacey as gay. "It has occurred

to me since then that there's this weird way that Spacey had discovered that the closet would shield other things," the journalist recalls. "Being closeted has for him enabled him to use this privacy claim as a shield against anybody looking closely at his actual behavior."

This is exactly why we should not let the news of his coming out shadow the stories and victims of his sexual misconduct. This is how Spacey has gotten away with his behaviour in the past, and we, as a society should not let it continue to happen.

Spacey's coming out follows a very old and toxic stereotype. If you've ever watched those anti-gay advertisements from the '60s you will know what I'm

talking about. Basically, the main argument against homosexuality at the time was that gay men are predators and will try to prey on young boys. This is a stereotype that is still subtly prevalent even today and is even further perpetuated by Spacey "choosing to live as a gay man" (as if being gay is a choice) in order to cover up his sexual assault allegations.

Spacey's coming out could not have happened at a worse time, but to him, it is convenient for shadowing his disturbing past. Coming out of the closet does not excuse his behaviour and we should not let it distract from the allegations of him being a sexual predator and a pedophile.

## Living in a pro-war society this Remembrance Day

### > The unfortunate irony of military-industrial complex and global war industry

Cazzy Lewchuk  
Columnist

Every November, we remember wars and their victims. Veterans and civilians alike are honoured and mourned. We reflect on the horrors and losses of war, and hope that nothing like that will ever occur again. At the same time, war is constantly waged and fueled around the world by our own governments.

The US military in particular is incredibly invasive and destructive to global warfare. As NATO allies, I believe that Canada and other countries participate in this warmongering—an expensive and deadly industry. Canada spends billions a year on the arms industry, buying and selling weapons used to kill soldiers and civilians en masse.

I have respect for the armed forces and individuals who serve. I understand there are horrible places in the world that do need military intervention. At the same time, I believe that wars are endlessly created and supported for economic reasons. Not every soldier deployed is fighting for the freedom of civilians—and in many cases, they only end up causing further anti-Western rhetoric. Not every bomb dropped and every person killed is done directly to keep us safer. Casualties of war and the death of civilians is never justified.

War destabilizes entire global regions. It creates destruction and conditions that further contribute to terrorism, oppression, and the refugee crisis. Even

if we aren't always participating in the war crimes, the global military-industrial complex and trade ensures that all countries are complacent. The Iraq War alone left hundreds of thousands dead, and that area is no more stable today (in fact, it's much worse).

We remember soldiers of the past who died in combat, only to send more soldiers to their deaths across the globe. We remember civilians who were caught in the fury, only to indirectly kill more civilians with Canadian-made weapons. In the 21st century, the cost of war is more unnecessary than ever, yet our western

“ We remember soldiers of the past who died in combat, only to send more soldiers to their deaths across the globe.”

society just keeps getting into them.

I'll be wearing a poppy this week to remember those who died. I'll especially be remembering the current global victims of war, in which millions of people are displaced and killed based on warfare perpetuated by us, the "good guys." It's disappointing and heartbreaking to see military budgets increased and more wars fought while our government hands out poppies to commemorate war as something of the past.

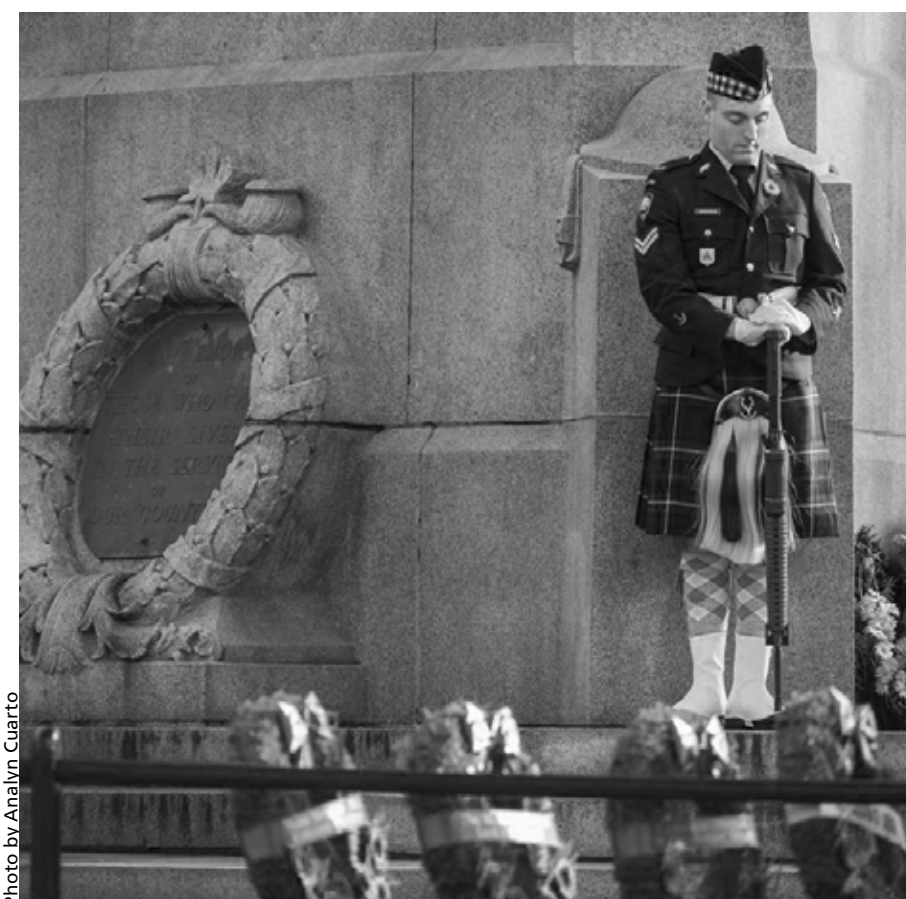


Photo by Analyn Cuarto



# WAR OF THE WORDS



Still of 'Seinfeld' via true-blood.com



## Tip your server well

› Why 15 per cent tipping is garbage

Jillian McMullen  
Staff Writer

I believe that if you don't tip your server 20 per cent, then you shouldn't be going out.

I suppose providing some credentials may help to validate my opinions over my opponents (Hi, Duncan). Yes, I'm a server myself, so my opinion is inherently biased. It is also, however, well-informed.

"Everyone needs to work six months doing [insert job here] so that they really 'get it,'" is something you'll hear coming from pretty much any worker in a customer-oriented job—honestly, it's because it's true. You don't truly "get it" until you have to live it or, in this case, depend on it. I was aware of tipping standards prior to my current serving job from close friends who had been working in the industry for years, but I never understood why. Now that I depend on whether or not patrons find me charming enough to pay my rent, the "why" is much more significant.

What is the standard? I know most people believe industry standard is 15 per cent. I was admittedly taught the same thing. However, despite what you have been taught, I am writing this to affirm the standard for tipping your server or bartender is not 15 per cent, but rather 20 per cent for adequate to good service. Ask anyone working in the service industry and they will tell you the same thing. This is not to say the customer's discretion should not be factored in. If you are provided with sub-par or bad service, of course you should tip less. Trust me, your server will get the message if they see ten per cent on their bill. However, if your server was

welcoming and friendly, your food came out right, your water glass was attentively filled, and you still don't tip appropriately, you're just being cheap.

Okay, so why? I would say most people know a server's hourly wage is less than provincial minimum wage because the difference is supposed to be supplemented by tips. Factor in the cost of living in Metro Vancouver and tipping becomes especially important even just to make a living wage. Again, I don't think that's lost on most people. What I think is most important to understand about tipping and what I think most people don't realize is a significant portion of a server's tips don't go to the servers.

At the restaurant I work at, I tip out the busser two and a half per cent and the kitchen three per cent of my sales, meaning I give up five and a half percent of my tips every time I work. I'm happy to do that because they are the people who make my job possible: I wouldn't be able to clear and clean every dish without my busser and I wouldn't even be able to serve anything without my cooks. They, however, get a higher hourly wage than I do. If you don't tip appropriately, I can literally lose money by serving you.

Yes, tipping culture is precarious and the expectation varies across region and industry, so it sounds harsh saying you should stay home if you don't tip 20 per cent. The fact of the matter is there is an unspoken agreement between servers and patrons: Patrons are provided with a service and servers are provided with a tip in return for that service. If you don't hold up your side of the bargain, you have no right taking up space in someone's section or a seat at someone's bar.

## Tips should be a bonus

› Don't blame the customer when the industry is the culprit

Duncan Fingarson  
Columnist

Before anyone jumps down my throat, I want to say that I know service industry workers have a tough job. I've been there, I know how it is making a low monthly wage. A lot of servers and bartenders depend on tips to survive, and I think that's terrible. However, I don't think the onus for that should fall on the customer.

“ There are a lot of people who can't afford to give a good tip all the time.”

Tips are—at least as far as I'm concerned—meant to show gratitude for good service. If I'm happy with what I got, I'm far more likely to give a good tip. I'm fortunate to be in a position where I can do that without worrying about it too much.

There are a lot of people who can't afford to give a good tip all the time. There are people who must save up to go out, putting together a couple dollars here and there until they have enough money to treat themselves. I don't think it's fair to tell those people

that they should either increase their overall bill by 20 per cent or just stay home. It's important to have something to look forward to, and it's important to do something nice for yourself every once in a while.

I have a lot less sympathy for the people who go out all the time and never tip well, even if they could afford to do it. That's a different matter entirely, but it does still ignore the root of the problem, which, in my opinions, is the existence of the tipping wage. In BC, we are lucky, this isn't as bad as other places; the Liquor Server minimum wage applies only to people who serve alcohol as part of their duties, and sits at about a dollar below the standard minimum wage. In the US it varies by state, but the federal minimum is \$2.13 per hour.

The difficulty is that this is a problem that's not so easy to solve. Restaurants typically have thin profit margins. Personally, I wouldn't mind seeing the prices go up a little if it meant the servers got paid a fair wage. I'm not an economist, though, and so I don't know if it would be enough to make up the difference for the people on the ground.

I don't think tips should go away. I also don't think they should be mandatory. A tip should be a bonus for a job well done, not a required part of income. It shouldn't be viewed as a necessary part of going out for dinner, and nobody should begrudge the less fortunate their one nice thing, even if they can't tip 20 per cent.





# Going to counselling is hard, but worthwhile

> Mental health isn't something to take for granted

Jessica Berget  
Opinions Editor

The last time I went to a counselling appointment I felt like crying the entire session. My voice was constantly cracking and shaking, I had to take a lot of deep breaths, and it took practically everything I had to keep it together. The funny part is there was nothing specifically that I was talking about that evoked these feelings in me, but openly talking about my anxieties and fears is not something I am super comfortable with. My feelings and emotions are not things I talk about often, and talking about them with a stranger is even more discouraging. Going to counselling

to talk about my issues was a difficult thing to do, but a necessary one.

My experience and the hesitation I felt when it came to counselling is not uncommon. A lot of people have difficulty seeking help for their mental health or their problems, or, when they do go to appointments, they wear their heart on their sleeve—and for good reason. Opening up to anyone is an emotional situation to be in.

Asking for help for your mental health and openly talking about your innermost thoughts and feelings with someone is a difficult thing to do, no matter how often you do it, but it can do a lot of good for your mental health. Even if you don't struggle with mental health, just going into a counselling

appointment to talk about a problem you are having can provide you with a lot of insight into your situation and ways to help you deal and cope with your issues.

Going to a counsellor can be uncomfortable. When I went to my first counselling appointment, I was terrified. I had no idea what I was going to talk about or say to them, I didn't even know what people did in counselling sessions. Admittedly, I didn't really get much out of my first session; if anything it left me feeling more upset and displaced. It took a couple of tries for me to figure out how to focus my sessions on the specific issues I was having and how to identify them, and which counsellor I enjoyed best. Now that I know these things and how much counselling has

helped me I can't recommend it enough.

As distressing as my last counselling session sounds, after I left I felt great. It was like a huge weight had been lifted off my chest... and all those other clichés. It helped me realize how much I get into my own head about small problems and how nonsensical my fears and anxieties really were. It also made me realize how helpful counselling, or even just talking to someone, can be, and how unfortunate it is that so many people take this for granted. If you are struggling with mental illness or even just have a problem that is taking a toll on your mental state, talking to someone about it really helps. Do yourself a favour and book a counselling appointment.

Illustration by Cara Seccafien

# Rainy days are the best

> Sun is great, but overrated

“Let's be honest, everyone needs an excuse to be lazy once in a while, and rainy days are the perfect day to do it.”

Jessica Berget  
Opinions Editor

There is nothing better than staying in on a rainy day. Getting snug under some blankets with a warm beverage in hand and watching TV or reading a book as you listen to the soft pitter-patter of the rain hitting your roof is exactly what I would describe as pure bliss. Rainy and cloudy days are just so cozy. However, I have found that rainy days are grossly under-appreciated, even hated by some people, and it breaks my rain-filled heart.

Most often when it's raining or cloudy outside I hear people bitterly complain about what an ugly and grey day it is, but is it really that bad? To me, this seems like a superficial way to look the weather, and only serves to set you up for a bad day. Besides, grey is a great colour. Just because the sun isn't shining doesn't automatically make every other kind of weather awful. Yes, the sun is nice and there is more you can do outside when it is sunny, but if it were like this everyday I don't think people would praise it as much. You need the rain to appreciate the sunny days.

Who says you can't appreciate the weather from inside the comfort of your own home? Rainy and cloudy days are great for—no, made for—just staying inside. It takes away the guilt from not being outside that sunny days make worse (at least for me anyway). It's the

kind of weather that makes you want to lie in bed all day with a good book or a show while you listen to the rain and just allow yourself to be lazy, which is exactly the kind of weather I am all about. Let's be honest, everyone needs an excuse to be lazy once in a while, and rainy days are the perfect day to do it. The sound of the rain hitting the roof or windows is so soothing, even therapeutic, and it's even more relaxing looking out the window and watching the rain hit the ground. Even if admiring the rain isn't your thing, use it as an excuse to nap all day. It's a win-win.

Rain is essential to the earth; we need rain to just live on this planet. It provides water to all plants and living beings, including us. You can hate rain as much as you want, but we do depend on it for our ecosystem quite a bit, so to hate on it is odd to me.

Being outside in the rain isn't even that bad—actually, it's great so long as you are dressed for it. One of my favourite things to do when it's raining out is jumping in puddles (because apparently, I am 10 years old). Most people completely avoid being outside in the rain but miss out on some of the best parts about it.

If you're going to live in as rainy of a city as Vancouver, I think you should learn to appreciate it occasionally. People also seem to forget the most beautiful part about the rain; the rainbow that comes after it.



Illustration by Cara Seccafien



# HUMOUR

- ✓ Comics!
- ✓ Essay-writing gothic
- ✓ New word discovered in laboratory; scientists amazed
- ✓ And more!

## Vancouver's blog condemns haters and phonies

› City's LiveJournal entry goes viral

Klara Woldenga  
Humour Editor

Unfortunately, for the city of Vancouver, the housing crisis, faulty transit, and FOMO aren't the only problems it currently faces. An angry LiveJournal post written by the city of Vancouver has recently gone viral, leading to many of its citizens feeling angry and personally attacked. Despite the public outcry, the city refuses to apologize or take down the post.

"I just feel, you know, unloved—unappreciated, really," Vancouver told the Other Press in an exclusive interview. "I understand I can be frustrating sometimes, but I don't think people are really interested in sticking with me for the long haul. I needed somewhere to vent, everyone does. I won't apologize for my outlets, or my art."

When asked how an entire city with no proper physical form was able to get a hold of a LiveJournal account, access to the Internet, and grow hands to type a blog, Vancouver was quick to answer, stating that "You just wouldn't understand, no one does."

Although most of the eight-page post consists mostly of Sonic fan art, the parts of the post where words are written call out the "haters" and "phonies" who live in its city. Using the screen name "Vanbabe1886," Vancouver encourages those who don't really love the city—which is *everyone* according to the post—to "pack up their shit and leave." The post also discusses the city's other frustrations towards the people who live in Vancouver, like how unsupportive they are of the city's emotional struggles.

The city of Vancouver said it wrote that blog post to vent its long-lived

frustrations, stating that it's more about what the citizens are doing that gives it unrealistic expectations about their relationship together.

"It wouldn't hurt so much if people just stopped wearing those 'I Heart Vancouver' T-shirts. I don't think the people wearing those really understand what love is. Love is about standing by your city through the rough patches, and forgiving them if they do small things, like making housing totally unaffordable, or making out with foreign buyers," Vancouver told the Other Press.

Throughout the blog post, Vancouver calls out the relationship between New Yorkers and the city of New York itself, stating that it wished it had a relationship with its own citizens similar to that.

"[The people of New York] have such a strong relationship with that city. It's filled with heartbreak, repair, and people telling others over and over that they are, in fact, walking there," Vancouver wrote in its blog. "Why can't the people of Vancouver be more like that??!"

Using the screen name "NYRULZ6969," the city of New York commented on the blog post, stating that Vancouver was "being a total emo," and should "check itself before it wrecks itself. #truthbomb."

"Vancouver is still pretty young," the New York told the Other Press. "I can understand why it lacks the maturity to ask its citizens to change instead of ranting on a blog post, but we all have to grow up eventually. One day this stuff won't fly, and Vancouver will have to look itself in the metaphorical mirror and ask itself what it has become."

When Vancouver was asked why it didn't just directly confront its citizens with its concerns, the city blocked the Other Press and ended the Skype call.



Photo by Analyn Cuarto



Comic by Nuclear Jackal



# Intense, euphoric moment quickly buried in paperwork

> 'I was the universe, then I was behind schedule'

Klara Woldenga  
Humour Editor

According to reports, Frank Evary, an administrative assistant for the Vancouver paperclip company Keep It Together, briefly became aware that he actually was the universe experiencing itself, before being becoming convinced to return to his paperwork.

"I just looked up from my hourly paperclip reports, and then suddenly remembered I was everything," Evary told the Other Press. "I discovered that I was part of an ever-expanding moment of being—I could be anything! I realized that the menial tasks I was doing didn't really matter."

Evary stated he wasn't exactly sure what caused this moment of realization, but that it could have been

credited to him putting up a "Live Love Laugh" poster in his cubical a few hours before. "It's just a really good poster, it really makes you think," he said.

According to witnesses, Evary shouted "EUREKA," ran over to a group of his fellow coworkers, and began talking very quickly.

"He told us that we were all made of star dust, and part of a greater universal consciousness," stated Mary Alboney, the company's secretary. "I wanted to believe him but, since I'm new, I still haven't gone through this company's cult orientation, so I wasn't really feeling what he said."

Despite the obvious awkward vibes, Evary kept talking about disturbing things like the idea that we choose our own narratives, and that we all have to love and forgive one another in order to truly live in the moment.

"I was super weirded out," said

Dave Jackson, the company's paperclip counter. "I am nearly 40 years old and trying to live a deeply mundane life. I don't need someone giving me different options for how I can view myself, or the world around me."

Jack Gillian, the company's CEO, was quick to notice the disturbance, and came to the rescue by offering to take Evary out for a cup of coffee.

"I've seen this happen before," stated Gillian. "I knew what I had to do to re-center him. I just sat him down, filled him with caffeine, and showed him the targets we needed to hit for next month. I also got him to look at all the e-bills he had on his phone."

As Gillian predicted, his strategy was successful in calming Evary down.

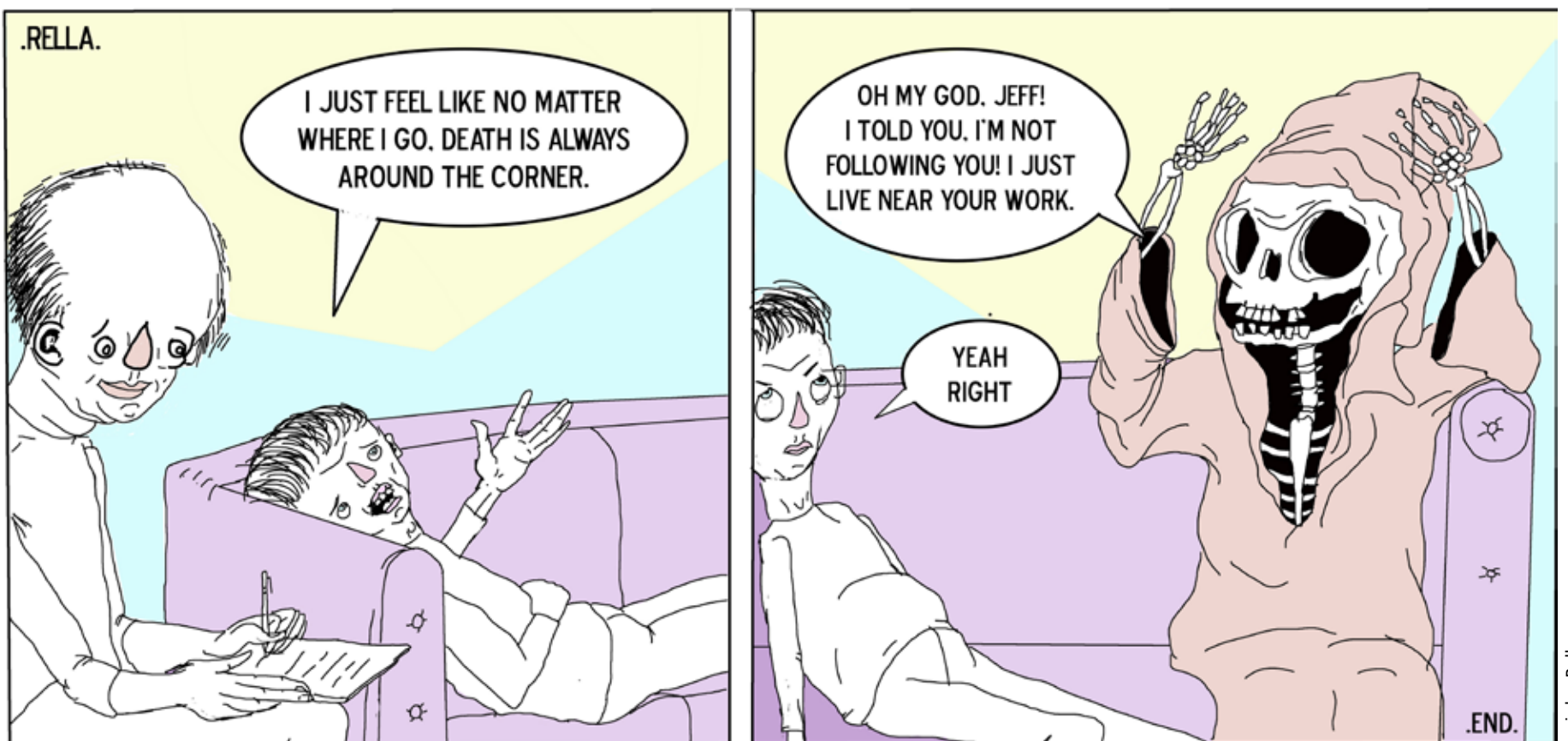
"I was suddenly reminded that it was more than the present moment that mattered, and that I was obligated

to those around me due to social pressures and guilt," stated Evary. "I realized I had stresses waiting for me in the future if I didn't panic and act on my duties right now."

A few hours later, Evary was back at his desk and acting as a productive member of society.

"I'm so glad I'm back to normal. Those timesheets won't stamp themselves, regardless of whether or not I enjoy doing them!" said Evary.

When asked what advice he would give for anyone experiencing something similar, he thought for a minute before stating: "I'd tell them to just take a big breath, and try to remember all the demands you are obligated to meet, that you can never escape from. If you are ever feeling that you could be anything, talk to your boss, and you'll be set straight very quickly!"



Comic by .RELLA.



Comic by RobotComics.ca



# Essay-writing gothic

> The blank page stretches before you

Rebecca Peterson  
Assistant Editor

There was a time you might have said that you enjoy writing—for work, for fun, for life. That time has long since passed.

It all began moments ago when that tickling sensation began at the back of your mind; that encroaching sense of trepidation, the wailing Cassandra in the distance warning you of a forgotten danger, an unknown doom too near at hand. With tremulous fingertips, you turned the page in your homework agenda, only to see that which you dreaded most of all: You have an essay due this week.

It is only five pages long, far shorter than many you've had to write, but it still cuts you to your very core. All the words you have ever known in this brief, cruel life of yours promptly fall out the back of your head, leak from your staring, unseeing eyes like draining teardrops of knowledge. You're not sure what the essay is meant to cover. You're not sure what an essay is. You're not sure who you are any more. You only know that you need to start gathering sources. Properly-cited sources.

You scour the wilderness of the Douglas Library, both online and in person. Librarians drift by and offer to help, kindly spirits trapped eternally in an ethereal limbo, but you politely decline. You know to take their offer of aid is often the downfall of unwary travellers; after all, what

does a librarian want in return for their guidance if not your immortal soul?

Once you've gathered your (peer-reviewed, academic, written within the past decade) sources, you set about trying to glean forbidden knowledge from their pages. The challenge set before you is nearly insurmountable. The words on the page drift about, change languages, switch from standard alphabet, to braille, to binary code, and back again. You read the same sentence twice. You read the same sentence twice. It all blurs together as the letters mix and strta to lsoe trieh mineang adn bmceoe icmophersnblie. Wtha cleur troteur hsa bfelaln yuo unop thsi dya.

Eunvetelly yuo plul yuor brain back together and take enough from the texts to form a coherent argument: Introduction, summary, critique, conclusion. You form your outline with confidence, meaningless sentences becoming endless paragraphs under your indifferent touch. You have no idea what you're writing—it's all a matter of autopilot now. What matters most is that you're doing the thing. What matters most is that you're going to hand it in on time.

You're so close to finishing, so close to completing your goal, that you decide you'll polish it off in the morning before class. You envision yourself prancing through the doors of your college with your essay in hand, receiving the wild cheers and acclamations of your classmates with humble pride. It all seems so close.



You wake up two hours after your class is due to start with terrible nausea and chills. You think you are dying. It is a little disconcerting.

You are not dying, but you have contracted some kind of infection, and you will not be finishing and handing in your essay today. You will sit in a doctor's office after walking there through the rain, where he will karate chop you in the stomach to test your pain response (significant). Congratulations! You are sick.

Your essay is barely on your mind as you crawl back home and into bed, clutching antibiotics close to your chest, but your last thought as you slip into a restless sleep is the unshakable conviction that somehow, in some way, the essay did this to you. The essay has infected your very soul.

You still need to write the bibliography and hand it in, somehow. Your teacher takes a letter grade off per day late.

You have no time to waste.

# New word discovered in laboratory; scientists amazed

> Researchers successfully 'Frankenstein' five words together

Greg Waldock  
Staff Writer

Scientists at the Linguistic Experimentation Lab in Massachusetts have been on the bleeding edge of language research for decades, and now they may have outdone themselves. Last week, a formerly top-secret project to develop increasingly ridiculous contractions was made public as the scientists announced their latest discovery: The rare English quintuple contraction, "y'all'dn't've," meaning "you all would not have."

"We were all sitting in the meeting room being concerned about the McGill University's newest contraction, 'who'd'n't've,'" said lead researcher, Dr. Mlynarczyk, in their press conference last Thursday. "Four entire words crammed into one. How could we compete? Well, our Mississippian colleague was telling us the bad news from Montreal, and then said, 'Y'all wouldn't've believed them dang phonetic contracted auxiliary verbs, I tell ya,' and it was like a light switch for us: Y'all wouldn't've. Genius."

McGill University, previously excited about their four-word contraction, has admitted defeat. Dr. Sigurdardottir, Linguistic scientist, tweeted, "We really thought our four words crammed together was neat. But five? We didn't stand a chance. It's a radical new science."

Though rumours circle about a fabled Manhattan Project-like attempt to somehow weaponize these

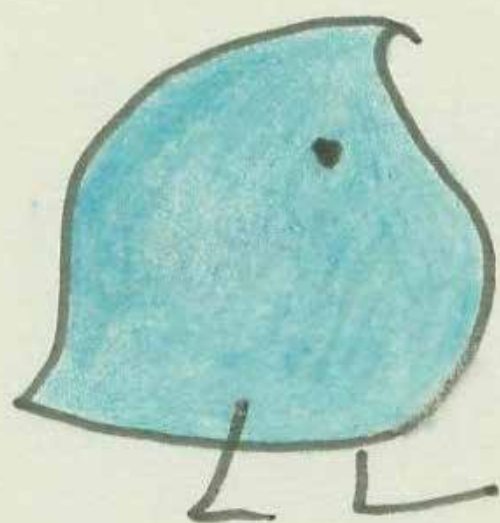
amazing discoveries, the Canadian government has been tight-lipped about potentially unethical English language experimentation. McGill has been restricted to English contractions, as the local Quebecois in Montreal refuse to speak any French syntax invented before 1763.

But purists exist in the Anglosphere, too. Watchdogs have criticized the Language Experimentation Lab for dabbling in forces far beyond their understanding.

"I mean, does anyone actually know how English even works?" asks Judith Manning, concerned mother. "Our children are already being exposed to romantic languages in the media. What if this new contraction is dangerous? It's a slippery slope to using gendered nouns, and God knows why those exist."

According to Dr. Mlynarczyk, English is a good language for experimenting with due to the fact that "it's already so messed up—if anything could break it, it would already be gone. English is the mutant bastard hybrid of, like, three entire language groups and hundreds of dialects; it should be complete gibberish. We literally could not screw it up more if we tried, except by introducing gendered nouns, maybe."

When asked her opinion on secret government contraction projects, Mrs. Manning stated, "Yeah, no, that's kind of uncomfortable, I guess. But have you seen gendered nouns? All of Europe uses them. The whole continent. It's insane. Couches aren't feminine. They're couches."



This is a WUG



NOV. 14 - COQUITLAM

NOV. 16 - NEW WEST

# Harry Potter MOVIE DAY PART 1!

MOVIES START @ 10:30AM

THE PHILOSOPHER'S STONE

THE CHAMBER OF SECRETS

THE PRISONER OF AZKABAN

